This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

+ *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.

+ *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.

+ *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.

+ *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at `http://books.google.com/`

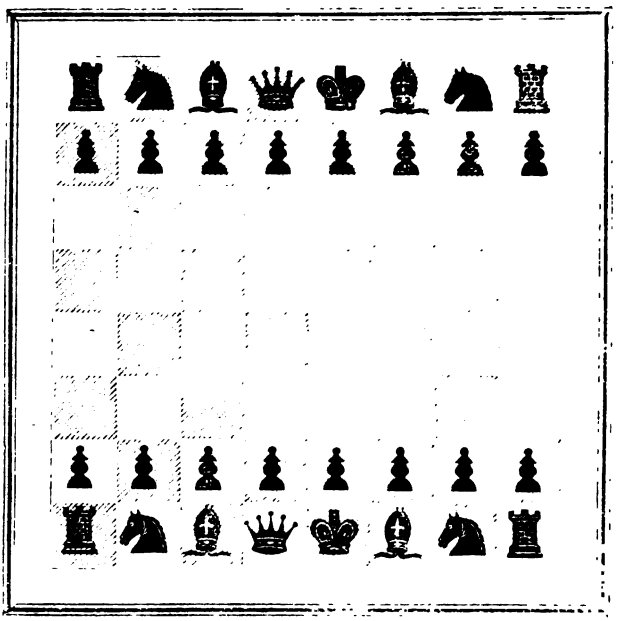
THE FRANK J. MARSHALL
COLLECTION OF CHESS BOOKS
PRESENTED TO
THE NEW YORK PUBLIC LIBRARY
BY GUSTAVUS A. PFEIFFER
1932

MZEA
Chess

THE

Chess Player's Chronicle.

VOL. III.



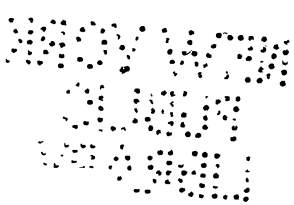
LONDON:

R. HASTINGS, 13, CAREY STREET, LINCOLN'S INN.

MDCCCXLIII.

THE NEW YORK
PUBLIC LIBRARY
639708 A
ASTOR, LENOX AND
TILDEN FOUNDATIONS
R 1933 L

LONDON:
WILLIAM STEVENS, PRINTER, BELL YARD,
TEMPLE BAR.



THE

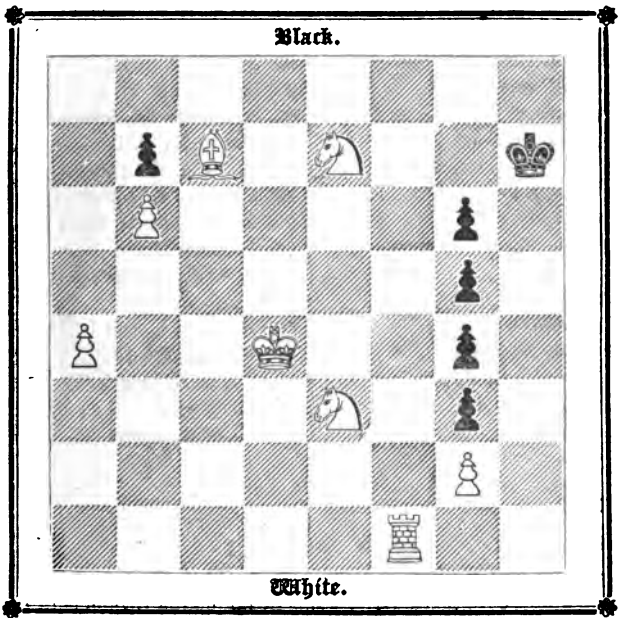
Chess Player's Chronicle.

PROBLEM, No. 101.

By M. Major Janisch,

Author of "Des Découvertes sur le Cavalier."

White, having to move, engages to give mate, with his King's Knight's Pawn, in seventeen moves, *without taking any of Black's Pawns or Queening any of his own.*



GAME CCCXVI.

Played between M. Major Janisch, the Author of "Des Decouvertes sur le Cavalier," and one of the first Players in Russia.

Black. (M. Janisch.)	*White.* (M. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. P. two
3. Kt. takes K. P.	3. Q. to K. second

Black. (M. JANISCH.)	*White.* (M. —.)
4. Q. P. two	4. K. B. P. one
5. K. Kt. to B. third	5. P. takes K. P.
6. K. Kt. to Q. second	6. K. B. P. one
7. K. B. to K. second	7. Q. Kt. to B. third
8. K. Kt. to Q. Kt. third	8. K. Kt. to B. third
9. Castles	9. Q. to K. B. second
10. Q. B. P. two	10. Q. B. to Q. second
11. Q. B. to K. B. fourth	11. Castles
12. Q. Kt. to B. third	12. K. R. P. one
13. Q. R. P. one	13. K. Kt. P. two
14. Q. B. to Q. second	14. K. B. P. one
15. Q. P. one	15. Q. Kt. to K. fourth
16. K. Kt. to Q. fourth	16. K. B. to Q. B. fourth
17. Q. B. to K. square	17. K. R. to K. Kt. square
18. Q. Kt. P. two	18. K. B. to K. second
19. K. B. P. one	19. K. P. one
20. Q. to Q. Kt. third	20. K. Kt. P. one
21. Q. B. P. one	21. P. takes K. B. P.
22. Kt. takes P.	22. Kt. takes Kt. (check)
23. B. takes Kt.	23. Kt. to Kt. fifth
24. Q. to her B.'s fourth	24. K. to Q. Kt. square
25. Q. to K.'s fourth	25. Q. R. to K. square
26. Q. P. one	26. Q. B. to Q. B. third
27. Q. to her fourth	27. B. takes B.
28. R. takes B.	28. B. to K. Kt. fourth
29. Kt. to Q. Kt. fifth	29. Q. B. P. one
30. Q. P. one	30. Q. R. to K. third
31. B. to K. Kt. third	31. P. takes Kt. (*a*)
32. B. takes K. B. P. (check)	32. Kt. to K. fourth (*b*)
33. B. takes Kt. (check)	33. R. takes B.
34. Q. takes R. (check)	34. K. to R. square
35. R. takes Q.	

AND WHITE RESIGNED.

Notes to Game CCCXVI.

(*a*) This was an injudicious move.

(*b*) He would have had a better game by taking the Bishop with Bishop.

GAME CCCXVII.

Played in St. Petersburgh, between M. M. JANISCH and M. V——INOFF.

White. (M. V—INOFF.)	*Black.* (M. JANISCH.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth

White. (M. V—INOFF.)	*Black.* (M. JANISCH.)
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. fifth (check)
7. B. to Q. second	7. B. takes B. (check)
8. Q. Kt. takes B.	8. Q. P. two
9. K. P. one	9. P. takes B.
10. P. takes Kt.	10. Q. takes P. at K. B. third
11. Q. Kt. takes P.	11. B. to K. Kt. fifth
12. Q. Kt. to K. fifth	12. B. takes K. Kt.
13. Kt. takes B.	13. Castles on Q. side
14. Castles	14. Kt. takes P.
15. Kt. takes Kt.	15. R. takes Kt.
16. Q. to her B. second	16. K. R. to Q. square
17. Q. R. to Q. B. square	17. Q. B. P. one
18. Q. takes K. R. P.	18. Q. R. to K. R. fifth
19. Q. to her B. second	19. K. R. to his square
20. K. R. P. one	20. K. Kt. P. two
21. Q. to Q. B. third	21. Q. to K. Kt. third
22. K. R. to K. square	22. K. Kt. P. one
23. R. to K. third	23. P. takes P.
24. K. Kt. P. one	24. P. one (check)
25. K. to R. square	25. K. R. to Kt. square
26. Q. R. to K. square	26. Q. R. to K. R. square
27. Q. to Q. B. fifth	27. K. to Q. Kt. square
28. K. R. to K. seventh	28. Q. to K. B. third
29. Q. R. to K. third	29. K. R. to Q. square (*a*)
30. Q. to her B. square	30. Q. takes K. B. P.
31. Q. R. to Q. Kt. third	31. Q. Kt. P. one
32. Q. R. to K. third	32. K. R. to Q. seventh
33. R. to K. eighth (check)	33. R. takes R.
34. R. takes R. (check)	34. K. to Q. B. second
35. R. to Q. B. eighth (check)	35. K. takes R.
36. Q. takes Q. B. P. (check)	36. K. to Q. square
37. Q. to Q. R. eighth (check)	37. K. to his second
38. Q. to K. fourth (check)	38. K. to K. B. square
39. Q. to her Kt. fourth (check)	39. Q. to Q. B. fourth
40. Q. takes R.	40. Q. MATES.

Note to Game CCCXVII.

(*a*) If Black had taken the Bishop's Pawn, he would have been mated in four moves.

GAME CCCXVIII.

Between two of the best Players in the Cambridge Chess Club.

White. (Mr. —.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third

White. (Mr. —.)	*Black.* (Mr. —.)
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. B. to Q. Kt. second	9. K. B. P. one
10. K. P. one	10. Q. P. one
11. K. P. takes B. P.	11. K. Kt. takes P.
12. R. to K. square (check)	12. Q. Kt. to K. second
13. Q. B. to R. third	13. K. Kt. to Kt. square
14. K. Kt. to K. fifth	14. P. takes B.
15. Q. to K. R. fifth (check)	15. K. Kt. P. one
16. Kt. takes Kt. P.	16. Q. B. to K. Kt. fifth
17. Q. takes Q. B.	17. R. P. takes Kt.
18. Q. takes P. (check)	18. K. to B. square (*a*)
19. R. to K. fifth	19. B. takes Q. P.
20. R. to K. B. fifth (check)	20. B. to K. B. third
21. R. takes B. (check)	21. Kt. takes R.
22. Q. takes Kt. (check)	22. K. to Kt. square
23. Q. to K. sixth (check)	23. K. to R. second (*b*)
24. Q. to B. seventh (check)	24. K. to R. third
25. Q. B. to his square (check)	

AND BLACK RESIGNED.

Notes to Game CCCXVIII.

(*a*) If he had moved the King to Queen's second, White might still have won the game without difficulty; *ex. gr.*

White.	*Black.*
	18. K. to Q. second
19. Q. to K. Kt. seventh.	

(*b*) Had he played the King to Bishop's square, White, by moving his Queen's Knight to Bishop's third, would have obtained a winning position.

GAME CCCXIX.

Between M. H——T and one of the chief Players of Berlin.

White. (M. V. H—T.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. to Q. B. fourth
5. Q. B. P. one	5. P. to Q. sixth
6. Q. Kt. P. two	6. B. to Q. Kt. third
7. Q. R. P. two	7. Q. R. P. one

White. (M. V. H—T.)	*Black.* (Mr. —.)
8. Q. to her Kt. third	8. Q. to K. second
9. Castles	9. Q. P. one
10. Q. B. to K. Kt. fifth	10. K. Kt. to B. third
11. Q. Kt. to Q. second	11. Castles
12. K. B. takes P. at Q. third	12. Q. B. to K. third
13. Q. to her B. second	13. K. R. P. one
14. Q. B. to K. R. fourth	14. Q. R. to Q. square
15. K. R. P. one	15. Q. R. to Q. second
16. Q. R. P. one	16. B. to Q. R. second
17. Q. Kt. P. one	17. Q. Kt. to his square
18. K. Kt. to Q. fourth	18. K. Kt. P. two
19. Q. B. to K. Kt. third	19. Q. R. P. takes P.
20. K. Kt. takes P.	20. B. to Q. B. fourth
21. K. to R. square	21. K. Kt. to K. R. fourth
22. Q. B. to K. R. second	22. K. B. P. one
23. K. Kt. P. two	23. K. Kt. to his second
24. K. B. P. two	24. Q. Kt. to B. third
25. P. takes K. Kt. P.	25. K. B. P. takes P.
26. Kt. to K. B. third	26. Q. to her square
27. Kt. from B. third to Q. fourth	27. R. takes R. (check)
28. R. takes R.	28. K. to his R. square
29. Q. to K. B. second	29. B. takes Kt.
30. Q. to K. B. eighth (check)	30. Q. B. to K. Kt. square
31. Q. B. P. takes K. B.	31. Q. takes Q.
32. R. takes Q.	32. K. Kt. to K. third
33. R. takes B. (check)	33. K. takes R.
34. Q. P. one	34. K. Kt. to Q. B. fourth
35. P. takes Q. Kt.	35. Q. Kt. P. takes P.
36. B. to Q. B. fourth (check)	36. Q. P. one
37. K. P. takes P.	37. P. takes Kt.
38. P. one (discovering check) (*a*)	38. P. takes B.
39. P. takes Q. B. P.	39. R. takes P.
40. B. takes R.	40. Q. B. P. one
41. B. to K. fifth	41. Q. B. P. one
42. B. to Q. Kt. second	42. K. to his B. second
43. K. to his Kt. second	43. K. to his Kt. third (*b*)
44. K. to his B. third	44. K. R. P. one
45. K. to his third	45. P. takes P.
46. P. takes P.	46. K. to B. second
47. K. to Q. fourth	

DRAWN GAME.

Notes to Game CCCXIX.

(*a*) It would have been better play, perhaps, to have taken the Pawn at Queen's Knight's fifth square.

(*b*) Had he moved the King to his third, the game would still have been drawn; *ex. gr.*

White.	*Black.*
	43. K. to his third
44. K. R. P. one	44. Kt. to Q. sixth
45. B. to Q. R. third	45. K. to Q. second
46. P. takes P.	46. P. takes P.
47. K. to B. third	47. Q. B. P. one, becoming a Q.
48. B. takes Q.	48. Kt. takes B.
49. K. to his fourth	49. Kt. to K. seventh
50. K. to his B. fifth	

AND THE GAME IS DRAWN.

GAME CCCXX.

Between the same Antagonists.

White. (M. V. H—T.)	*Black.* (M. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. P. takes Q. Kt. P.
7. Q. B. takes P.	7. K. B. P. one
8. K. P. one	8. K. B. to K. second
9. Q. to her fifth	9. K. Kt. to R. third
10. K. P. takes P.	10. B. takes P.
11. Q. B. to his square	11. Q. Kt. to K. second
12. Q. to K. R. fifth (check)	12. Q. Kt. to K. Kt. third
13. Q. B. takes K. Kt.	13. B. takes Q. R.
14. Q. to her fifth	14. R. to K. B. square
15. R. to K.'s square (check)	15. Kt. to K. second
16. B. takes K. Kt. P.	16. B. takes B.

WHITE MATES IN TWO MOVES.

GAME CCCXXI.

Between M. V. H——T and the Author of "Des Decouvertes sur le Cavalier."

White. (M. J—.)	*Black.* (M. H—T.)
1. Q. P. two	1. K. B. P. two
2. Q. B. P. two	2. K. Kt. to B. third
3. Q. Kt. to B. third	3. K. P. one
4. K. P. one	4. K. B. to Q. Kt. fifth

White. (M. J—.)	*Black.* (M. H—T.)
5. Q. to her Kt. third	5. Q. Kt. to B. third
6. Q. P. one	6. B. takes Kt. (check)
7. P. takes B.	7. Q. Kt. to K. fourth
8. K. B. P. one	8. Q. Kt. P. one
9. K. Kt. to R. third	9. Castles
10. Kt. to K. B. second	10. K. to R. square
11. K. P. one	11. K. B. P. takes P.
12. K. B. P. takes P.	12. Q. Kt. to K. Kt. fifth
13. Kt. takes Kt.	13. Kt. takes Kt.
14. K. B. to K. second	14. K. P. takes P.
15. K. P. takes P.	15. Q. to R. fifth (check)
16. K. Kt. P. one	16. Q. to R. sixth
17. B. takes Kt.	17. Q. takes B.
18. Q. to her B. second	18. Q. to K. B. sixth
19. B. to K. B. fourth	19. R. to K. square (check)
20. K. to Q. second	20. R. to K. seventh (check)
21. K. to Q. B. square	21. Q. takes R. (check)

AND WHITE RESIGNED.

GAME CCCXXII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 42nd.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to Kt. second
5. Q. P. two	5. Q. P. one
6. Q. B. P. one	6. Q. Kt. to B. third
7. Q. to Q. Kt. third	7. Q. to K. second
8. K. Kt. takes Kt. P.	8. Q. takes Kt.
9. K. B. takes P. (check)	9. K. to B. square
10. K. B. takes K. Kt.	10. R. takes B.
11. Q. B. takes P.	11. Q. to K. Kt. third
12. K. R. to K. B. square	12. K. B. to B. third
13. Q. Kt. to Q. second	13. K. to his square
14. Castles	14. B. to K. second
15. K. P. one	15. Q. P. one
16. Q. takes Q. P.	16. Q. takes K. Kt. P.
17. Q. to her Kt. third	17. Kt. to Q. square
18. Q. P. one	18. Q. B. P. one
19. Q. P. one	19. Q. B. to K. third
20. Kt. to Q. B. fourth	20. K. B. to his square

Black. (Mr. M'D.)	*White.* (M. De la B.)
21. Q. P. one (check)	21. Q. B. takes P.
22. Kt. to Q. sixth (check)	22. B. takes Kt.
23. P. takes B.	23. K. R. to K. Kt. third
24. B. to K. Kt. third	24. Q. to K. R. sixth
25. Q. to Q. Kt. fourth	25. K. R. to K. third
26. Q. to her fourth	26. Kt. to K. B. second
27. K. R. to K. B. second	27. Q. to K. R. third (check)
28. K. to Kt. square	28. Q. to K. Kt. third (check)
29. K. to R. square	29. Q. B. P. one
30. Q. to her second	30. K. R. to B. third
31. Q. B. to K. B. fourth	31. K. to B. square
32. K. R. to K. Kt. second	32. Q. to K. R. fourth
33. Q. R. to K. square	33. Q. R. to Q. square
34. Q. to K. third	34. Q. B. to K. third
35. Q. R. to K. Kt. square	35. K. to his square
36. Q. B. to K. Kt. fifth	36. Q. R. takes Q. P.
37. Q. to K. Kt. third	37. K. R. to K. B. sixth
38. Q. to K. square	38. K. R. to Q. sixth
39. Q. B. to his square	39. K. R. to Q. eighth
40. K. R. to K. Kt. eighth (check)	40. K. to Q. second
41. Q. to K. fourth	41. Q. to her fourth
42. Q. to her R. fourth (check)	42. Q. to Q. B. third
43. Q. takes Q. R. P.	43. R. takes R.
44. R. takes R.	44. Q. to Q. R. third
45. Q. takes Q.	45. R. takes Q.
46. Q. R. P. one	46. Q. B. to Kt. sixth
47. K. to Kt. square	47. R. to K. B. third
48. R. to K. Kt. second	48. R. to K. B. eighth
49. R. to Kt. third	49. Q. B. P. one
50. R. to K. Kt. seventh	50. K. to K. third
51. R. takes P.	51. Kt. to K. fourth
52. R. to K. R. sixth (check)	52. K. to Q. second
53. R. to his seventh (check)	53. K. to Q. B. third
54. R. to his sixth (check)	54. K. to Q. Kt. fourth
55. K. R. to his fifth	55. R. to K. eighth
56. R. to K. Kt. fifth	56. K. to R. fifth
57. R. to Kt. third	57. Kt. to Q. sixth
58. R. takes Kt.	58. P. takes R.
59. K. R. P. two	59. Q. P. one

BLACK RESIGNED.

PROBLEMS FOR YOUNG PLAYERS.

No. 91.

By C. R. L—E.

White.	*Black.*
K. at R.'s second	K. at his Kt.'s fifth
Q. at K. B.'s seventh	Q. at her Kt.'s third
B. at Q. B.'s sixth	R. at K. Kt.'s eighth
Kt. at Q. B.'s third	B. at K.'s sixth
Pawns at K. Kt.'s third, and Q. R.'s fourth	Kt. at K. B.'s fourth
	Pawns at K. Kt.'s third, Q.'s seventh, and Q. R.'s second

White to play, and give mate in five moves.

No. 92.

By J. H. S.

White.	*Black.*
K. at K. B.'s fifth	K. at K. B.'s square
R. at Q.'s seventh	
Kt. at K. R.'s sixth	

White to play, and give mate in three moves.

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 126.—E.*

White.	*Black.*
K. at Q. B.'s fifth	K. at Q. R.'s square
Q. at K.'s fifth	R. at Q.'s square
Kt. at Q. R.'s sixth	B. at Q. Kt.'s second
Pawn at Q. Kt.'s fifth	

White to play, and mate with the Pawn in three moves.

No. 127.—E.

White.	*Black.*
K. at his eighth	K. at K. Kt.'s square
Q. at K.'s sixth	B. at K. B.'s third
R. at K. B.'s seventh	
B. at Q. Kt.'s square	
Pawn at K. Kt.'s sixth	

White engages to mate with the Pawn in five moves, without taking the adverse Bishop.

---

* See page 366 of the Second Volume.

No. 128.—E.

White.	*Black.*
K. at Q. B.'s sixth	K. at Q. R.'s second
Q. at K.'s sixth	Q. at her R.'s sixth
R. at K.'s seventh	R. at Q. R.'s square
R. at Q.'s square	Pawn at Q. Kt.'s fifth
B. at K. R.'s fourth	
Kt. at Q.'s seventh	
Pawns at K. Kt.'s seventh, K. Kt.'s sixth, and K. B.'s sixth	

White engages to mate with a Pawn in five moves, without taking any of Black's pieces.

No. 129.

White.	*Black.*
K. at Q. R.'s square	K. at his Kt.'s square
Q. at her second	Q. at her B.'s fourth
R. at Q.'s square	R. at K.'s square
R. at Q. Kt.'s square	R. at Q. R.'s square
B. at K. B.'s sixth	Pawns at K. R.'s second, K. Kt.'s third, K. B.'s second, and Q. R.'s second
Pawns at Q. Kt.'s second, and Q. R.'s second	

White to play, and effect mate in five moves.

No. 130.

By GIANUTIO.

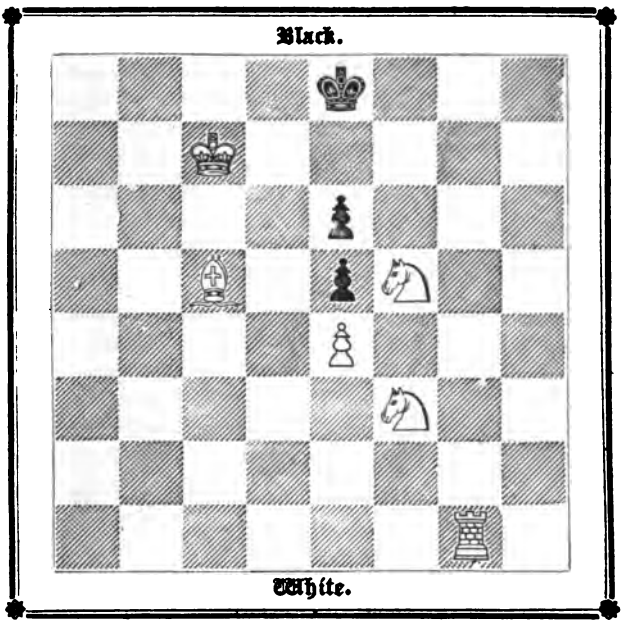
White.	*Black.*
K. at Q. B.'s sixth	K. at Q. R.'s second
Q. at her Kt.'s fifth	Q. at Q. R.'s fifth
B. at K. Kt.'s second	R. at Q. R.'s seventh
B. at K. B.'s eighth	R. at Q. R.'s eighth
	Kt. at K. B.'s sixth

White, playing first, mates in four moves.

PROBLEM, No. 102.

By Mr. S. A——s.

White, playing first, engages to mate with the Pawn in six moves, without taking either of the Black Pawns.



TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

Richmond, April 27th, 1842.

SIR,—Perhaps the following sketch may not be uninteresting to the majority of your readers, particularly those who reside in the country.

A few days ago I visited that interesting "City of Tombs," Kensall Green Cemetery, for the purpose of discovering and paying my homage to the graves of those two lamented sons of Caïssa—M'Donnell and La Bourdonnais! After a long search I succeeded in finding that of the former, in a sequestered spot at the North-west corner of the Cemetery, near a shady plantation of evergreens;—it is a modest looking grave, covered by a plain stone slab, on which is inscribed—

"Sacred to the Memory of
ALEXANDER MACDONNELL,
(Formerly of Belfast,)
Who died 14th September, 1835,
Aged 37 years."

As I gazed upon the memorial, the lines of his friend, (the Rev. A. D'Arblay, who also died in 1837, under 40 years of age!) forcibly recurred to me:—

"Illustrious youth! ere yet the hand of time
Had ripen'd to full growth thy skill sublime,
Thy noble spirit has for ever fled,
And thou art number'd with th' oblivious dead!"

Not far from thence, on the southern side of the Cemetery, and near the Chapel, is the grave of his great rival, the late Chess-King of Europe—La Bourdonnais;—this is a very humble affair, consisting merely of a common head and foot stone, bearing this simple inscription:—

"LOUIS CHARLES DE LA BOURDONNAIS,
The celebrated Chess Player,
Died 13th December, 1840,
Aged 43 years."*

I would also have visited the grave of the immortal *Philidor!* but alas! where is it? to the disgrace of English amateurs, the place of his interment is *unknown!* else might we hope that the promise of the above quoted poet—

"Yet shall thy grave with sculptured chiefs be drest,
And marble queens lie lightly on thy breast"—

should still be performed;† for surely the numerous host of wealthy amateurs of the present generation would not then continue to dishonourably neglect the erection of a tablet to the memory of one whose genius as a Chess Player was perhaps never equalled, who honoured this country by so long a residence in it, and who finally left his ashes here. For my part, though not blessed with a superabundance of the good things of this life, I would nevertheless not be backward in so laudable a cause.

Hoping this slight notice may awaken a spirit of inquiry upon the subject, and apologising for thus trespassing upon your time and space,

I remain, Mr. Editor,

Yours respectfully,

WM. HARRIS.

---

* According to "Le Palamède," La Bourdonnais was born in 1795, (the year of Philidor's death,) consequently he would be 45.

† Verdoni, too, the successor of Philidor, Count Bruhl, and many other eminent foreign Chess Professors, died in London; particulars of whose resting places would be gratefully received.—W. H.

ANALYSIS

OF THE CELEBRATED PROBLEM,

A KING, ROOK AND BISHOP, AGAINST A KING AND ROOK.

(*Continued from Vol. II. p.* 430.)

LOLLI'S POSITION.

White.	*Black.*
K. at his Kt.'s sixth	K. at his Kt.'s square
R. at K.'s sixth	R. at K. B.'s second
B. at K. Kt.'s fifth	

SOLUTION.—No. 2.

White.	*Black.*
1. R. to K.'s eighth (check)	1. R. to K. B.'s square
2. R. to K.'s seventh	2. R. to B.'s eighth (*a*)
3. R. to Q.'s seventh	3. R. to K. B.'s seventh
4. R. to Q. B.'s seventh	4. R. to K. B.'s eighth
5. B. to K. B.'s sixth	5. R. to K. Kt.'s eighth (check)
6. K. to K. B.'s fifth	6. K. to K. B.'s square, or (A) (B) (C) (D) (E) (F) (G)
7. K. to K.'s sixth	7. R. to K.'s eighth (check) (*b*)
8. B. to K.'s fifth	8. K. to his Kt.'s square
9. R. to K. Kt.'s seventh (check)	9. K. to his B.'s square
10. R. to K. Kt.'s second	10. To avert immediate mate, Black must play his R. to K.'s fifth or sixth, and in either case, he will lose the Rook or be mated in three moves.

(A)

White.	*Black.*
	6. R. to K. R.'s eighth
7. K. to his sixth	7. R. to Q. Kt.'s eighth (*c*)
8. B. to Q.'s fourth	8. R. to Q. Kt.'s sixth, or (A 1) (A 2) (A 3)
9. R. to K. Kt.'s seventh (check)	9. K. to his B.'s square
10. R. to K. Kt.'s fifth, and wins in three moves.	

(A 1)

White.	*Black.*
	8. R. to Q. Kt.'s fifth
9. R. to K. Kt.'s seventh (check)	9. K. to R.'s square
10. R. to Q.'s seventh (discov. ch.)	10. K. to Kt.'s square
11. R. to Q.'s eighth (check)	11. K. to R.'s second
12. K. to his B.'s fifth, and wins the Rook or mates in two moves.	

(A 2)

White.	*Black.*
	8. R. to Q. Kt.'s fourth
9. R. to K. Kt.'s seventh (ch.)	9. K. to B.'s square
10. R. to K. Kt.'s sixth	10. R. to Q. R.'s fourth (best)
11. B. to K.'s fifth, and wins the Rook or mates in two moves.	

(A 3)

White.	*Black.*
	8. R. to Q. Kt.'s square
9. R. to K. Kt.'s seventh (ch.)	9. K. to B.'s square
10. R. to K. R.'s seventh	10. R. to K.'s square (check)
11. K. to his B.'s sixth	11. K. to his Kt.'s square
12. R. to K. Kt.'s seventh (ch.)	12. K. to R.'s square
13. R. to K. Kt.'s fourth, and gains the Rook or mates in four moves at most.	

(B)

White.	*Black.*
	6. R. to K. B.'s eighth (check)
7. K. to his sixth	

And the position is referable to one of the positions in variation (A) of the present Solution.

(C)

White.	*Black.*
	6. R. to K.'s eighth
7. B. to K.'s fifth	7. R. to Q. Kt.'s eighth, or (c 1)
8. B. to Q.'s fourth	8. R. to Q. Kt.'s sixth (*d*)
9. R. to Q. R.'s seventh (*e*)	9. R. to Q. Kt.'s eighth (best) (*f*)
10. K. to his sixth	10. R. to K.'s eighth (check), or (c 2) or (c 3)
11. B. to K.'s fifth	

And the position is resolved into one of Philidor's variations.

(c 1)

White.	*Black.*
	7. R. to K. B.'s eighth (check)
8. K. to his sixth	8. R. to K. B.'s second (*g*)
9. R. to Q. B.'s second	9. R. to K. B.'s square (best)
10. R. to K. R.'s second	10. R. to K.'s square (check)
11. K. to B.'s sixth (*h*)	

(c 2)

White.	*Black.*
	10. R. to Q.'s eighth
11. R. to K. Kt's seventh (check)	11. K. to R.'s square
12. R. to Q.'s seventh (dis. check)	12. K. to Kt.'s square
13. R. to Q.'s eighth (check)	13. K. to R.'s second
14. K. to his B.'s fifth	14. R. to K. B.'s eighth (check)
15. K. to his Kt.'s fifth	15. R. to K. B.'s square
16. R. to Q.'s seventh (check) (*i*)	16. K. to Kt.'s square
17. R. to K. Kt.'s seventh (check)	17. K. to R.'s square
18. R. to K. Kt.'s sixth (dis. ch.)	18. K. to R.'s second
19. R. to K. R.'s sixth (check)	19. K. to Kt.'s square
20. K. to his Kt.'s sixth, winning immediately.	

(c 3)

White.	*Black.*
	10. R. to Q. Kt.'s fifth
11. R. to K. Kt.'s seventh (check)	11. K. to R.'s square (best)
12. R. to Q.'s seventh (discov. ch.)	12. K. to his Kt.'s square
13. R. to Q.'s eighth (check)	13. K. to R.'s second
14. K. to his B.'s fifth, &c., as in variation (A 1)	

Notes to Solution No. 2.

(*a*) Black can play his Rook to King's Bishop's sixth, the result of which will be shown in a subsequent variation. If he afterwards move it back to King's Bishop's square, White immediately plays his Bishop to King's seventh, compelling the adverse Rook to remain on the Royal line, and resolving the game into a position of "Solution, No. 1," published in our preceding Number.

(*b*) If, instead of checking, he were to move his King, he must be mated or lose the Rook immediately.

(*c*) To prevent White reducing the game to one of Philidor's positions.

(*d*) If Black move his Rook to Queen's Knight's fourth or fifth square, White, by playing the King to his Knight's sixth, mates or gains the Rook immediately.

(*e*) To prevent Black obtaining command of his Queen's Rook's third square.

(*f*) Instead of this move, Black may check with Rook at King's Bishop's sixth, and then move it to King's Bishop's second, *see* (C 1); he may also play the Rook back to Queen's Knight's square, in which case he must lose the Rook, or suffer mate in three moves.

(*g*) Should Black move his Rook at once back to King's Bishop's square, White may check with the Rook at King's Knight's seventh, and then play his King to Queen's fifth, winning the Rook next move.

(*h*) Black cannot now prevent the adverse King obtaining possession of the King's Knight's sixth, and thus winning easily.

(*i*) White would obviously stalemate his opponent were he to take the Rook.

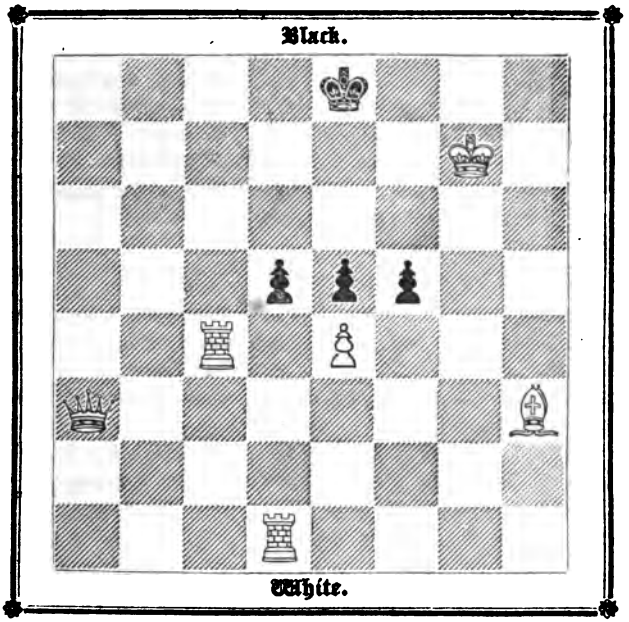
(*To be continued.*)

To the SECRETARIES and HEADS of CHESS CLUBS.—An eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may reasonably calculate on some assistance from the class immediately concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired, that is remarkable, instructive and entertaining.

PROBLEM, No. 103.

By S. A——s.

White, having to play, engages to mate with the *Pawn in six moves, without taking any of Black's Pawns.*



GAME CCCXXIII.

Between Messrs. C——E and ST——N.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. B. to Q. Kt. third
7. Q. P. two	7. P. takes P.
8. K. Kt. takes P.	8. Kt. takes Kt.
9. P. takes Kt.	9. Q. P. one
10. Q. R. P. two	10. Q. B. P. one
11. Q. R. P. one	11. K. B. to Q. B. second (*a*)
12. Q. to her Kt. third	12. Q. to K. second
13. Q. B. to Q. R. third	13. Q. to K. B. third
14. Q. Kt. to Q. B. third	14. Q. to K. Kt. third

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
15. Q. Kt. to K. second	15. K. Kt. to K. R. third
16. K. P. one	16. Q. P. one
17. K. B. to Q. third	17. Kt. to K. B. fourth
18. Q. to her Kt. fourth (*b*)	18. K. B. to Q. square
19. Q. to her Kt. square	19. Q. to K. R. fourth
20. Kt. to K. Kt. third	20. Kt. takes Kt.
21. K. B. P. takes Kt.	21. K. B. takes Q. R. P.
22. K. B. to K. B. fifth	22. K. B. to Q. Kt. third
23. Q. to her Kt. fourth	23. Q. to K. Kt. fourth
24. K. B. takes Q. B.	24. R. takes B.
25. K. P. one	25. P. takes P. (*c*)

AND BLACK ANNOUNCED THAT MATE COULD BE FORCED IN EIGHT MOVES.

Notes to Game CCCXXIII.

(*a*) If he had taken the Pawn, Black, by taking the King's Bishop's Pawn with Bishop, checking, would have obtained a more valuable Pawn in return; because, if the King then took the Bishop, he would check with the Queen at King's Rook's fifth, and afterwards capture the Bishop at Queen's Rook's fifth.

(*b*) A better move than playing the Knight to King's Knight's third.

(*c*) Had he played King's Bishop's Pawn two, Black might have taken it with his Rook, winning easily.

GAME CCCXXIV.

Between the same Opponents.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Q. Kt. takes P.
4. K. Kt. takes P.	4. Q. Kt. to K. third
5. K. B. to Q. B. fourth	5. Q. B. P. one
6. K. Kt. takes K. B. P. (*a*)	6. K. takes Kt.
7. B. takes Kt. (check)	7. K. takes B.
8. Castles	8. K. to his B. second
9. Q. B. to K. third	9. K. Kt. to K. second
10. K. B. P. two	10. Q. P. two
11. K. B. P. one	11. K. to his Kt. square (*b*)
12. Q. B. P. two	12. Q. Kt. P. two
13. Q. B. P. takes Q. P.	13. P. takes P.
14. Q. Kt. to B. third	14. Q. B. to Q. Kt. second.
15. K. P. one	15. Q. Kt. P. one (*c*)
16. K. B. P. one	16. K. Kt. P. takes P.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
17. K. P. takes P.	17. Kt. to K. Kt. third
18. K. B. P. one (check)	18. K. to Kt. second
19. Q. to her fourth (check)	

AND BLACK RESIGNED.

Notes to Game CCCXXIV.

(*a*) The sacrifice of his Knight in this position, is quite in Mr. C——e's brilliant style, and well deserves consideration, since it gives the first player a fine attack, and places the adverse King in any thing but a desirable situation.

(*b*) This move lost Black the game; he should have played the King back to his own square.

(*c*) King's Rook's Pawn one would have prolonged the game.

GAME CCCXXV.

Between Mr. C——E and one of the best Players in the London Chess Club.

White. (Mr. C—E.)	*Black.* (Mr. P—T.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. Q. P. one
7. Q. R. P. one	7. B. to Q. B. fourth
8. Q. Kt. P. two	8. B. to Kt. third
9. Q. Kt. takes P.	9. K. Kt. to B. third
10. Q. B. to K. Kt. fifth	10. K. R. P. one
11. Q. B. to K. R. fourth	11. K. Kt. P. two
12. K. Kt. takes P.	12. P. takes Kt.
13. B. takes P.	13. Q. B. to K. third
14. Kt. to Q. fifth	14. K. B. to Q. fifth
15. Q. Kt. P. one	15. B. to K. fourth
16. K. B. P. two	16. K. B. takes R.
17. Q. Kt. P. takes Kt.	17. Q. B. takes Kt.
18. B. takes B.	18. B. to Q. B. sixth
19. P. takes Q. Kt. P.	19. Q. R. to Kt. square
20. Q. to her third	20. B. to Q. R. fourth
21. B. takes Kt. (*a*)	21. Q. takes B.
22. Q. to her Kt. fifth (check)	22. K. to his second
23. Q. takes B.	

AND BLACK DREW THE GAME, BY GIVING "PERPETUAL CHECK."

Note to Game CCCXXV.

(*a*) Instead of this move, he should have checked with the Queen at her Knight's fifth, and might then have won the game without difficulty.

GAME CCCXXVI.

Between Dr. B——w, one of the best Players in the Berlin Chess Club, and M. M——r, of the same Club.

White. (Dr. B—w.)	*Black.* (M. M—r.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. Q. P. one
5. Q. B. P. one	5. P. takes P. (*a*)
6. Q. Kt. takes P.	6. K. R. P. one
7. Q. to her Kt. third	7. Q. to her second
8. K. B. to Q. Kt. fifth	8. Q. R. P. one
9. Q. to her R. fourth	9. P. takes B.
10. Q. takes R.	10. Q. Kt. to his fifth
11. Castles	11. Q. Kt. to Q. R. third
12. Q. Kt. takes P.	12. K. Kt. to B. third
13. K. P. one	13. K. Kt. to Q. fourth
14. K. P. takes Q. P.	14. K. Kt. to Q. Kt. third
15. K. R. to K. square (check)	15. K. to Q. square
16. P. takes P. (check)	16. Q. Kt. takes P.
17. Q. to her Kt. eighth	17. Q. takes Kt.
18. Q. B. to K. B. fourth	18. Q. Kt. to R. third
19. Q. R. to Q. square (check)	19. K. Kt. to Q. second
20. Q. takes B. (check) (*b*)	20. K. takes Q.
21. K. R. MATES.	

Notes to Game CCCXXVI.

(*a*) Pawn to Queen's sixth would have been much better play.

(*b*) Well played.

GAME CCCXXVII.

Between Von H——t and the late Von Bilguer.

White. (Von H—t.)	*Black.* (Von Bilguer.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.

White. (Von H—t.)	*Black.* (Von Bilguer.)
6. Castles	6. P. to Q. B. seventh
7. Q. takes P.	7. Q. P. one
8. Q. R. P. one	8. K. B. to Q. R. fourth
9. Q. Kt. P. two	9. B. to Q. Kt. third
10. Q. to her Kt. third	10. Q. to K. second
11. Q. Kt. to B. third	11. Q. B. to K. third
12. Q. Kt. to Q. fifth	12. B. takes Kt.
13. P. takes B.	13. Q. Kt. to K. fourth
14. Q. B. to Q. Kt. second	14. Kt. takes Kt. (check)
15. Q. takes Kt.	15. K. to his B. square
16. K. R. to K. square	16. Q. to her second
17. K. R. to K. fourth	17. Q. R. to K. square
18. Q. R. to K. square	18. R. takes R.
19. R. takes R.	19. K. B. P. one
20. Q. R. P. one	20. Q. R. P. one
21. Q. R. P. one	21. B. to Q. R. second
22. R. to K. sixth	22. K. to his B. second
23. K. B. to Q. third	23. K. R. P. two
24. K. B. to his fifth	24. Q. to her square
25. R. to K. fourth	25. Q. B. P. one
26. B. to K. sixth (check)	26. K. to his B. square
27. R. to K. R. fourth	27. Q. to K. square
28. K. Kt. P. two	28. Q. to K. Kt. third
29. Q. P. takes P.	29. K. Kt. to K. second
30. Q. B. P. one	30. Q. to her Kt. eighth (check)
31. K. to his Kt. second	31. Q. takes B.
32. K. Kt. P. takes P.	32. K. Kt. P. two
33. P. takes P. *en passant* (*a*)	33. R. takes R.
34. K. Kt. P. one (check)	34. K. takes P. (*b*)
35. Q. to K. Kt. third (check)	35. K. to his R. third (*c*)
36. Q. takes R. (check)	36. K. to his Kt. third
37. Q. to Kt. third (check)	37. K. to R. third
38. Q. B. P. one, becoming a Q.	38. Kt. takes Q.
39. B. takes Kt.	39. Q. to her seventh
40. Q. to R. fourth (check)	40. K. to Kt. second
41. B. takes Q. Kt. P.	41. B. to Q. fifth
42. B. takes Q. R. P.	42. Q. takes Q. Kt. P.
43. B. to Q. third	43. B. to Q. B. fourth
44. Q. takes Q.	44. B. takes Q.
45. Q. R. P. one	45. B. to Q. B. fourth
46. K. B. P. two	46. K. to R. third
47. K. to B. third	47. K. to R. fourth
48. K. to his fourth	48. K. to R. fifth
49. K. to his B. fifth	49. B. to Q. fifth
50. K. to his sixth	50. K. to Kt. fifth
51. K. B. P. one	51. K. to R. sixth

White. (M. Von H—t.)	*Black.* (M. Von Bilguer.)
52. K. takes Q. P.	52. K. takes R. P.
53. K. to Q. B. sixth	

AND BLACK ABANDONED THE GAME.

Notes to Game CCCXXVII.

(*a*) This and the subsequent moves are very well played by White.

(*b*) If he had moved his King to King's square, instead of taking the Pawn, he would have been mated in three moves.

(*c*) Had the King been played to Bishop's square, White would have mated him in four moves.

GAME CCCXXVIII.

Between two leading Metropolitan Amateurs.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. P. one
4. Q. P. two	4. P. takes P.
5. P. takes P.	5. B. to Q. Kt. third
6. Q. Kt. to B. third	6. K. R. P. one
7. K. R. P. one	7. K. Kt. to B. third
8. Q. B. to K. third	8. Q. to K. second
9. Q. to her third (*a*)	9. Q. Kt. to B. third
10. Q. R. P. one	10. Castles
11. K. Kt. to K. second	11. Q. B. to Q. second
12. K. Kt. to B. fourth (*b*)	12. K. to R. square
13. Q. Kt. P. two	13. Q. R. to K. square
14. Castles on K. side	14. K. Kt. P. two
15. K. Kt. to K. second (*c*)	15. K. Kt. takes K. P.
16. Q. Kt. to Q. fifth	16. Q. to her square
17. K. B. P. two	17. K. Kt. P. one
18. K. B. P. one	18. P. takes K. R. P.
19. Q. B. takes K. R. P.	19. P. takes K. Kt. P.
20. K. R. to K. B. fourth	20. Q. B. takes K. B. P. (*d*)
21. Q. B. takes K. R. (*e*)	21. Q. Kt. to K. fourth
22. B. to K. seventh	22. R. takes B.
23. R. to K. R. fourth (check)	23. K. to Kt. second
24. Q. to K. third	24. R. to K. third
25. K. Kt. to his third	25. K. Kt. takes Kt.
26. Q. takes K. Kt. (check)	26. R. to K. Kt. third
27. Q. to K. B. fourth	27. Q. takes K. R.
28. Q. takes Q.	28. Kt. to K. B. sixth (check)

White.	*Black.*
29. K. to B. second	29. Kt. takes Q.
30. Kt. takes K. B.	30. Q. R. P. takes Kt.
31. R. to K. Kt. square	31. B. to K. fifth

AND WHITE RESIGNED.

Notes to Game CCCXXVIII.

(*a*) The opening of this game is extremely well played by White.

(*b*) Threatening to move him to his sixth square.

(*c*) Badly played. Before this move, White's game was unquestionably superior to his opponent's: he should have moved the Knight to Queen's fifth.

(*d*) A good move.

(*e*) If he had ventured to take the Bishop with his Rook, Black, by playing the Queen to King's Rook's fifth, must have won with facility.

GAME CCCXXIX.

Between the Honorary Secretary of the London Chess Club and Mr. D——.

White. (Hon. Sec.)	*Black.* (Mr. D—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. P. to Q. B. seventh
7. Q. takes P.	7. Q. P. one
8. Q. R. P. one	8. B. to Q. R. fourth
9. Q. Kt. P. two	9. B. to Q. Kt. third
10. Q. B. to Q. Kt. second	10. K. Kt. to B. third
11. K. P. one	11. P. takes P.
12. Kt. takes P.	12. Kt. takes Kt.
13. B. takes Kt.	13. Castles
14. Kt. to Q. second	14. B. to Q. fifth
15. B. takes B.	15. Q. takes B.
16. Kt. to K. B. third	16. Q. to K. Kt. fifth
17. K. R. P. one	17. Q. to K. R. fourth
18. Q. R. to K. square	18. Q. B. takes K. R. P.
19. R. to K. fifth	19. Q. to K. R. third
20. P. takes B.	20. Q. takes P.

White. (Hon. Sec.)	*Black.* (Mr. D—.)
21. Q. to Q. B. third	21. Q. to Kt. fifth (check)
22. K. to R. second	22. Q. to B. fifth (check)
23. K. to R. square	

THE REMAINING MOVES WERE NOT TAKEN DOWN; THE GAME WAS ULTIMATELY DRAWN.

GAME CCCXXX.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 43rd.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. K. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to Q. third
7. K. Kt. to B. third	7. Castles
8. K. R. P. one	8. K. R. to K. square (check)
9. Q. B. to K. third	9. Q. Kt. to B. third
10. Castles	10. K. R. P. one
11. Q. R. P. one	11. Q. B. to K. B. fourth
12. K. Kt. P. two (*a*)	12. Q. B. takes K. Kt. P.
13. K. R. P. takes B.	13. K. Kt. takes P.
14. Q. to her third	14. Q. to K. B. third
15. K. to Kt. second	15. Q. Kt. to K. second
16. Q. Kt. to K. fourth (*b*)	16. Q. to K. Kt. third
17. Q. Kt. to K. Kt. third	17. K. Kt. takes B.
18. Q. takes Kt.	18. Kt. to K. B. fourth
19. Q. to her third	19. B. takes Kt. (*c*)
20. K. B. P. takes B.	20. Q. takes P. (check)
21. K. to R. square	21. K. Kt. to K. sixth
22. B. takes K. B. P. (check)	22. K. to R. square (*d*)
23. Q. to K. Kt. sixth	23. Kt. takes R.
24. R. takes Kt.	24. Q. to K. R. sixth (check)
25. K. to Kt. square	25. R. to K. sixth
26. R. to B. second (*e*)	26. R. takes Kt.
27. R. to K. Kt. second	27. R. takes B.
28. Q. takes R.	28. Q. to K. sixth (check)
29. Q. to B. second	29. Q. takes Q.
30. R. takes Q.	30. R. to Q. square
31. R. to K. B. fourth	31. R. to Q. second
32. K. to B. second	32. K. to R. second
33. K. to B. third	33. K. Kt. P. two

White. (M. De la B.)	*Black.* (Mr. M'D.)
34. R. to K. B. sixth	34. K. to Kt. second
35. R. to K. sixth	35. R. takes Q. P.
36. R. to K. seventh (check)	36. K. to Kt. third
37. R. takes Q. B. P.	37. R. to Q. sixth (check)
38. K. to his fourth	38. R. to Q. Kt. sixth
39. R. to Q. B. second	39. K. R. P. one
40. R. to Q. second	40. K. Kt. P. one
41. K. to B. fourth	41. R. to K. B. sixth (check)
42. K. to his fifth	42. K. to Kt. fourth
43. R. to Q. seventh	43. R. to Q. Kt. sixth
44. R. to Q. second	44. K. Kt. P. one
45. R. to Q. eighth	45. K. to Kt. fifth
46. R. to K. Kt. eighth (check)	46. K. to R. sixth
47. K. to B. fourth	47. K. R. P. one

AND WHITE RESIGNED THE GAME. (*f*)

Notes to Game CCCXXX.

(*a*) The advance of this Pawn early in the game is seldom unaccompanied with danger; in the present instance it appears particularly exceptionable. We believe White might have played his Queen to her Knight's third, with considerable advantage.

(*b*) Queen's Knight to Queen's fifth would, perhaps, have been better play.

(*c*) The young player will perceive that Black would have lost his Queen if he had taken the Knight with his Knight, instead of with the Bishop.

(*d*) He would have played very ill had he taken the Bishop.

(*e*) An ingenious move: we should, however, have preferred playing the Bishop to Queen's fifth.

(*f*) This game is well played by Mr. M'Donnell.

PROBLEMS FOR YOUNG PLAYERS.

No. 93.

By S. A——s.

White.	*Black.*
K. at his R.'s fourth	K. at K. B.'s square
Q. at K. R.'s fifth	Q. at Q. Kt.'s fifth
R. at K. R.'s second	R. at Q. Kt.'s square
B. at K. R.'s square	B. at Q. B.'s sixth
Kt. at Q. B.'s fifth	Kt. at Q. B. fifth
Pawn at Q.'s sixth	Kt. at K. R.'s square
	Pawns at K. R.'s second, K. Kt.'s second, and Q. Kt.'s seventh

White to play, and mate in five moves.

No. 94.

By S. A——s.

White.	*Black.*
K. at Q.'s seventh	K. at Q. R.'s fifth
R. at K. R.'s sixth	
B. at K. R.'s fifth	
Pawn at Q. Kt.'s second	

White, playing first, mates with his Pawn in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 91.

White.	*Black.*
1. Q. takes Kt.'s P. (check)	1. B. to K. Kt.'s fourth
2. B. to K. B.'s third (check)	2. K. takes B.
3. Q. B. takes Kt. (check)	3. K. to his sixth (best)
4. Q. to K.'s fourth (check)	4. K. to his B.'s seventh
5. Q. to K.'s second (ch.) MATE.	

No. 92.

White.	*Black.*
1. K. to B.'s sixth	1. K. to his square
2. R. to Q.'s fifth	2. K. to B.'s square
3. R. to Q.'s eighth (ch.) MATE.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 131.—E.*

White.	*Black.*
K. at his B.'s fourth	K. at his Kt.'s square
Q. at her Kt.'s sixth	Pawn at K. Kt.'s second
R. at Q. R.'s seventh	
B. at Q. Kt.'s fourth	
Pawns at K. R.'s fourth, and K. Kt.'s fourth	

White, playing first, engages to mate with the Knight's Pawn in eight moves, without taking the Black Pawn, or to compel Black to mate in eight moves.

---

* See page 366 of the Second Volume.

No. 132.

White.	*Black.*
K. at Q. Kt.'s second	K. at Q. Kt.'s square
Q. at K. Kt.'s square	R. at K. R.'s square
R. at K.'s square	Pawn at K. R.'s fifth
B. at K. R.'s square	
Kt. at K. B.'s sixth	
Pawn at Q.'s third	

White to play, and effect mate with the Pawn in nine moves.

No. 133.

White.	*Black.*
K. at Q.'s second	K. at his fifth
B. at Q. Kt.'s second	Kt. at K. Kt.'s fifth
Pawn at Q. Kt.'s seventh	Pawns at K. R.'s fifth, and K. Kt.'s seventh

White to play, and win.

No. 134.

White.	*Black.*
K. at Q. B.'s seventh	K. at Q. R.'s square
B. at Q. R.'s third	B. at K.'s sixth
Pawns at K.'s fifth, and Q. Kt.'s fifth	Pawns at K.'s fifth, Q.'s second, and Q. B.'s seventh.

White, playing first, to win.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 101.

White.	*Black.*
1. B. to K.'s fifth	1. K. to R.'s third
2. R. to K. B.'s seventh	2. K. to R.'s fourth
3. B. to K. Kt.'s seventh	3. K. to R.'s fifth
4. B. to K. B.'s eighth	4. K. to R.'s fourth
5. Q. R. P. one	5. K. to R.'s fifth
6. Kt. to K. B.'s square	6. K. to R.'s fourth
7. Kt. to K. Kt.'s eighth	7. K. to R.'s fifth
8. R. to Q. B.'s seventh	8. K. to R.'s fourth
9. R. to Q. B.'s third	9. K. to R.'s fifth
10. R. to Q. R.'s third	10. K. to R.'s fourth
11. Kt. to K. B.'s sixth (check)	11. K. to R.'s fifth

White.	*Black.*
12. Q. R. P. one	12. P. takes P.
13. B. to Q. Kt.'s fourth	13. Q. R. P. one
14. B. to K.'s square	14. Q. R. P. one
15. B. to K. B. second	15. P. takes B.
16. R. to K. R.'s third (check)	16. P. takes R.
17. K. Kt.'s P. one (CHECKMATE).	

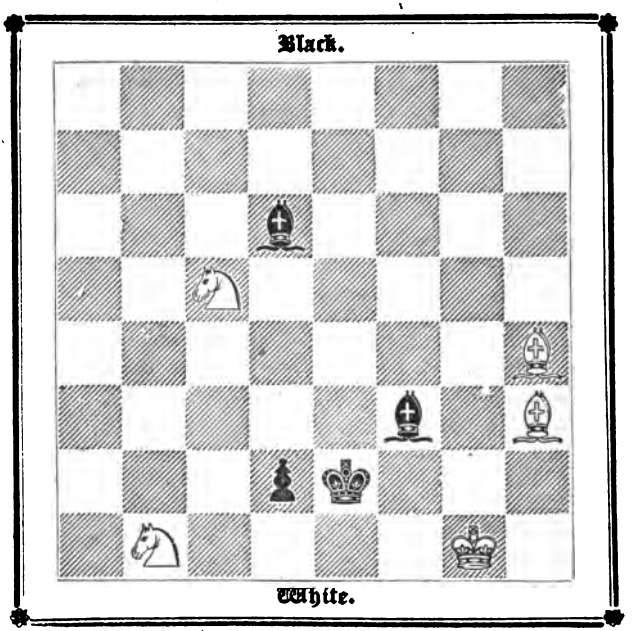
No. 102.

White.	*Black.*
1. R. to K. Kt.'s eighth (check)	1. K. to his B.'s second
2. Kt. to K.'s seventh	2. K. to B.'s third
3. K. to Q.'s sixth	3. K. to B.'s second
4. Kt. to K. Kt.'s fifth (check)	4. K. to B.'s third
5. B. to Q.'s fourth	5. P. takes B.
6. K. P. one (CHECKMATE).	

PROBLEM, No. 104.

By M. D'ORVILLE.*

White, playing first, mates in four moves.



* *From Le Palamède.*

THE ENNOBLING OF THE PAWN.

THREE days the doubtful battle raged, and on Medina's plain
Lay many a valiant Christian Knight and warlike Bishop slain:
Then King Bermudo smote his breast—"Woe for my gallant host!
For lack of leaders now they faint, alas! when needed most."

To him replied, with counsel sage, Queen Leonora fair:
"Let noble deeds this day the loss of noble blood repair!
Let each brave soldier, who shall force the Moorish camp outright,
Return a mitred Bishop, castled Lord, or belted Knight!"

The Heralds, at the trumpet-sound, the King's decree proclaim,
Kindling through that devoted host high hope of rank and fame:
With renovated energies they bear to the attack,
The red-cross banner of Saint James, and press the Crescent back.

Foremost amid the Christian ranks two brothers fought that day,
Gayferos and Diego named, Asturian spearmen they:
Through many a cloud of Arab horse and many a javelin shower
They passed, and neared the rampired camp beside the western tower.

They force their way by daring deed with martial skill combined;
Alternately they take the lead and the defence behind;
While one attacks, the other guards—but yon fierce Moor awaits
To slay the first who leaps the moat beside his castle gates.

Then spoke Gayferos: "List to me, my blessed Mother's son,
Why should we perish both, and leave the prize by neither won?
Be mine the death and thine the meed—let me first gain the wall—
Spear thou the Moslem as beneath his scymitar I fall!"

He spoke and, waiting not reply, the daring leap essayed,
And in his noble breast received the keen descending blade:
Instant upon the stooping Moor did fierce Diego bound;
Through corslet and through jesseraunt * he pinned him to the ground.

The Moors behold the gallant feat—their hearts within them quail—
The Christians with triumphant shouts their valiant Champion hail,
The banners wave, the trumpets sound, that peasant bold they bring
To be *hidalgoed* † on the field by his liege lord the King.

---

* A vest of ring mail.

† *Hidalgo*—the racy Spanish word for gentle blood, literally *the son of somebody*, by way of contrast to unrecorded descent, or *the sons of nobody*.

" Now choose thee, good Diego, from my castles in Leon,
The widest, fairest barony the sun may shine upon;
Or if it like thee better to put on a mitred helm,
Thou shalt have the richest bishopric in the Castilian realm!"

" Grammercy for thy grace, my Liege!—no Baron will I be,
For better than the castled hall I love the champaign free;
An irksome life it were for me in pomp and state to sit;
To hold a Baron's judgment court would pass my lowly wit.

" No bishopric for me, my Liege—the mitred helm might suit
Where swords are keen and shrift is short, and win me fair repute;
But how should I preach homilies to make the Ladies weep,
Long homilies, to lay my Liege and all his Peers asleep?

" No! let me be a belted Knight to range the champaign free!
The bounding steed, the glittering lance, the tented field for me!
Their matin and their vesper beads let holy Bishops tell,
Whilst I with my good lance and sword convert the infidel!"

F. W. C.

ELEMENTARY LESSONS.

ON THE MOST POPULAR METHODS OF COMMENCING THE GAME.

PRESUMING the student to be conversant with the moves and powers of the pieces, and to be duly impressed with the advantages derivable from a competent knowledge of the various openings recommended by the best writers on the game, we shall proceed to consider these *débuts* in the order adopted in modern continental Chess Works, dividing the whole into six sections, as follows:—

1st. Those openings, in which the first player, at his second move, brings out the KING'S BISHOP, which are called "THE KING'S BISHOP'S OPENING."

2nd. Those openings, in which, at his second move, he plays the KING'S KNIGHT, which are called "THE KING'S KNIGHT'S OPENING."

3rd. The GAMBITS of the KING'S BISHOP.

4th. The GAMBITS of the KING'S KNIGHT.

5th. The GAMBITS of the QUEEN.

6th. IRREGULAR OPENINGS.

SECTION FIRST.

THE KING'S BISHOP'S OPENING.

White.	*Black.*
1. K. P. two.	1. K. P. two.

By playing your King's Pawn two squares, you at once take possession of a square in the centre of the board, no unimportant matter, as you will discover after a few lessons, and afford an opening through which your Queen and King's Bishop may immediately be brought into action.

Black also advances his King's Pawn two squares, to occupy the centre and disengage his pieces; the result of his answering your first move otherwise, will be explained in the IRREGULAR OPENINGS.

2. K. B. to Q. B. fourth.	2. K. B. to Q. B. fourth.

We believe this to be the best move you can now make. The Bishop attacks your adversary's King's Bishop's Pawn, his most vulnerable point, and allows your King an opportunity of Castling, after you have played out his Knight.

The same advantages present themselves to Black in playing out his King's Bishop at this point.

3. Q. B. P. one.	3. K. Kt. to B. third.

You move this Pawn one square, with the object of attacking the adverse Bishop with your Queen's Pawn, and of affording another outlet, whereby your Queen may be brought into the field.

Black's move is not the best he could adopt; he should rather have played his Queen to King's second, Queen's Pawn one, or Queen's Pawn two squares, as we shall show in subsequent lessons.

4. Q. P. two.	4. P. takes P.

By advancing this Pawn, you are enabled to establish two Pawns in the centre, and shut out the attack upon your King's Bishop's Pawn.

Black's best move is to take your Pawn; if, instead of so doing, he retire his Bishop, you will take his King's Pawn; and should he then venture to take your King's Pawn with the Knight, you immediately play your Queen to her fifth, having a very fine position.

5. P. takes P.	5. B. to Q. Kt. third.

Black might now, instead of retiring the Bishop, check you with it at his Queen's Knight's fifth, the result of which will be given in another lesson.

6. Q. Kt. to B. third.	6. Castles.

You play out this Knight to defend your King's Pawn, and to prevent your adversary advancing his Queen's Pawn two squares.

If Black, instead of Castling, should take your King's Pawn with his Knight, you must not immediately take the Knight with Knight, because,

in that case, he would play Queen's Pawn two squares, and have a good game; but you must take his King's Bishop's Pawn with your Bishop, checking, and then capture the Knight, having a far better position than your opponent's.

White.	*Black.*
7. K. Kt. to K. second.	7. Q. B. P. one.

By this move you allow your King the liberty of Castling, and you tempt Black to take your King's Pawn; you likewise give scope for the advance of your King's Bishop's Pawn. Should Black, instead of playing Queen's Bishop's Pawn one square, venture to take your King's Pawn, you must take his Knight with Queen's Knight; and, upon his then moving Queen's Pawn two, carry that Knight over to King's Knight's fifth; after which, upon his capturing your Bishop, you should place your Queen at her Bishop's second, threatening mate. He has then two modes of play: in the first place, to advance his King's Bishop's Pawn two, (in which case you take the Pawn at Queen's Bishop's fourth, checking, and gain "the exchange" at least,) or to play his King's Knight's Pawn one square, when you take the doubled Pawn, having a good position.

8. K. B. to Q. third.

You retire this Bishop, to avoid exchanging your King's Pawn for his Queen's Pawn, when he advances it two squares, and for the purpose of commencing an attack upon his King's Rook's Pawn. Your game is decidedly superior to the second player's, which is attributable mainly to the error he committed in playing out his Knight at third move, and partly to his retiring the Bishop instead of checking at the fifth move; as will be shown in our next.

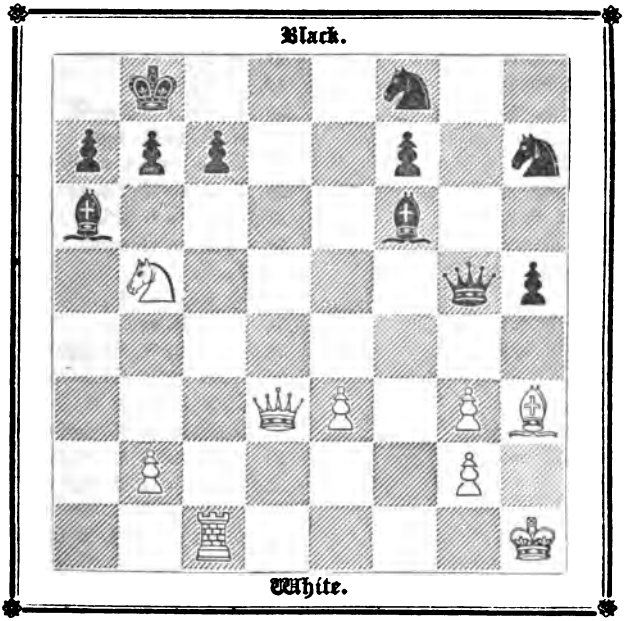
*** The Analysis of the Problem—KING, ROOK and BISHOP, against KING and ROOK—will be resumed in our next Number.

To the SECRETARIES and HEADS of CHESS CLUBS.—An eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may reasonably calculate on some assistance from the class immediately concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired, that is remarkable, instructive and entertaining.

PROBLEM, No. 105.

By Mr. M'G——E.

White, playing first, mates in four moves.



GAME CCCXXXI.

Between Messrs. C——E and ST——N.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. second
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Castles	5. Q. P. one
6. Q. P. two	6. B. to Q. Kt. third
7. Q. R. P. two	7. Q. R. P. two
8. K. B. to Q. Kt. fifth	8. Q. B. to Q. second
9. Q. P. one	9. Q. Kt. to his square
10. Q. B. to K. third	10. K. B. takes Q. B.
11. K. B. P. takes B.	11. K. Kt. to B. third
12. Q. Kt. to Q. second	12. Castles
13. Q. to K. square	13. Q. B. P. one
14. B. to Q. B. fourth	14. Q. Kt. P. two

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
15. Q. P. takes Q. B. P.	15. P. takes B.
16. P. takes B.	16. Q. Kt. takes P.
17. Q. to K. R. fourth	17. Q. Kt. to Q. B. fourth
18. Q. Kt. takes Q. B. P.	18. Q. Kt. takes P. at K. fifth
19. K. Kt. to his fifth	19. Q. Kt. takes Kt.
20. Q. takes Kt.	20. Q. to K. third
21. Kt. to Q. Kt. sixth	21. Q. R. to his third
22. K. R. takes Kt.	22. Q. takes R.
23. Q. takes Q.	23. K. Kt. P. takes Q.
24. Kt. to Q. seventh	24. K. R. to Q. square
25. Kt. takes P. (check)	25. K. to his Kt. second
26. Kt. to Q. fifth	26. K. R. to Q. Kt. square
27. Q. Kt. P. two	27. Q. R. to B. third (*a*)
28. R. to Q. square	28. K. R. to Q. square
29. R. to Q. third	29. K. R. P. two
30. K. P. one	30. Q. R. to Q. B. fifth
31. R. to K. Kt. third (check)	31. K. to B. square
32. R. to K. third	32. K. R. to Q. Kt. square
33. K. to his B. second	33. K. R. to Q. Kt. second
34. K. to his second	34. Q. R. P. takes P.
35. K. to Q. third	35. Q. R. to Q. B. square (*b*)
36. Q. B. P. takes P.	36. Q. R. to Q. B. eighth
37. Q. R. P. one	37. Q. R. to Q. R. eighth
38. K. to Q. B. fourth	38. Q. R. to Q. R. seventh
39. K. to Q. Kt. third	39. Q. R. takes Q. R. P.
40. R. to K. R. third	40. Q. R. to Q. R. eighth
41. R. takes K. R. P.	41. Q. R. to K. eighth
42. R. to R. fourth	42. Q. R. to Q. Kt. eighth (check)
43. K. to Q. B. fourth	43. Q. R. to Q. eighth
44. R. to K. Kt. fourth	44. Q. R. to Q. fifth (check)
45. K. to Q. B. third	45. K. B. P. two
46. R. to K. Kt. sixth	46. K. B. P. takes P.
47. R. takes Q. P.	47. K. R. takes Q. Kt. P.
48. R. to B. sixth (check)	48. K. to Kt. second
49. R. to K. B. fifth	49. K. R. to B. fifth (check)
50. K. to Q. Kt. third	50. K. R. to Q. B. fourth (*c*)
51. Kt. to K. B. fourth	

AND THE GAME, AFTER A FEW MOVES, WAS DECLARED DRAWN.

Notes to Game CCCXXXI.

(*a*) Black would have played injudiciously had he taken the Queen's Knight's Pawn with his Pawn.

(*b*) He might have advanced the Pawn to Queen's Knight's sixth with more advantage, we believe.

(*c*) The latter moves in this game are very negligently played by Black, who, at an early period of the contest, ought to have won without difficulty.

GAME CCCXXXII.

Between Major JANISCH and Dr. BLEDOW, of the Berlin Chess Club.

Black. (M. J—H.)	*White.* (Dr. B—W.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. one	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. Kt. P. two
5. B. takes Q. Kt. P.	5. Q. B. P. one
6. B. to Q. R. fourth	6. Castles
7. Q. P. one	7. K. P. takes Q. P.
8. K. P. one	8. P. takes Q. B. P.
9. Kt. takes P.	9. Q. to her Kt. third
10. P. takes K. Kt.	10. B. takes K. B. P. (check)
11. K. to his B. square	11. B. takes K. Kt.
12. R. takes B.	12. Q. B. to Q. R. third (check)
13. B. to Q. Kt. fifth	13. B. takes B. (check)
14. Kt. takes B.	14. Q. takes Kt. (check)
15. K. to his B. second	15. K. R. to K. square
16. Q. to K. B. third	16. Q. Kt. to R. third
17. Q. Kt. P. one	17. Q. Kt. to B. fourth
18. K. R. to Q square	18. Kt. to K. fifth (check)
19. K. to his Kt. square	19. Kt. takes P.
20. B. to Q. Kt. second	20. K. R. to K. third
21. Q. to K. Kt. third	21. Q. R. to K. square
22. K. R. takes Q. P.	22. K. R. to K. sixth
23. Q. to K. R. fourth	23. Kt. takes R.
24. Q. to K. Kt. fourth	24. R. to K. R. eighth (check)
25. R. takes R.	25. R. takes R. (check)
26. K. to B. second	26. Q. to K. B. eighth (check)
27. K. to his Kt. third	27. R. to K. sixth (check)
28. K. to R. fourth	28. Q. to K. eighth (check)

AND BLACK RESIGNED.

GAME CCCXXXIII.

Played at Goode's Rooms, between Mr. ST——N and a skilful German Amateur; the former giving his Queen's Knight.

(*Remove White's Q.'s Kt. from the board.*)

White. (Mr. ST—N.)	*Black.* (Herr —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. Q. Kt. to B. third

White. (Mr. St—n.)	*Black.* (Herr —.)
3. Q. B. P. one	3. Q. P. one
4. K. Kt. to B. third	4. Q. B. to K. Kt. fifth
5. Q. to her Kt. third	5. K. Kt. to R. third
6. Q. P. two	6. Q. Kt. to R. fourth
7. Q. to R. fourth (check)	7. Q. B. P. one
8. K. B. to K. second	8. Q. Kt. P. two
9. Q. to her B. second	9. B. takes Kt.
10. B. takes B.	10. K. P. takes P.
11. Q. B. P. takes P.	11. K. Kt. P. one
12. Q. R. P. two	12. Q. Kt. to B. fifth
13. Q. R. P. takes P.	13. P. takes P.
14. Q. Kt. P. one	14. Q. Kt. to his third
15. Q. to her B. sixth (check)	15. Q. to her second
16. K. P. one	16. Q. R. to Q. B. square
17. Q. takes Q. (check)	17. Kt. takes Q.
18. Castles	18. Q. P. takes P.
19. R. takes Q. R. P.	19. B. to K. Kt. second
20. P. takes P.	20. Q. Kt. takes P.
21. Q. B. takes K. Kt.	21. Q. Kt. takes K. B. (check)
22. P. takes Kt.	22. B. takes B.
23. K. R. to K. square (check)	23. K. to his B. square
24. K. R. to K. seventh	24. B. to K. Kt. fourth
25. K. R. takes K. B. P. (check)	25. K. to his square
26. P. to K. B. fourth	26. B. to Q. square
27. K. R. to Q. Kt. seventh	27. K. R. P. one
28. R. takes Q. Kt. P.	28. K. Kt. P. one
29. P. to K. B. fifth	29. K. R. P. one
30. K. to his Kt. second	30. K. R. P. one
31. K. to his B. third	31. K. R. to K. Kt. square
32. K. to his fourth	32. Q. R. to Q. B. seventh
33. K. R. to K. fifth (check)	33. K. to his B. square
34. K. to Q. fifth	

AND, AFTER A FEW MORE MOVES, BLACK ABANDONED THE GAME.

GAME CCCXXXIV.

Between the same Players; Mr. St——n giving the Queen's Knight.

(*Remove White's Q.'s Kt. from the board.*)

White. (Mr. St—n.)	*Black.* (Herr —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. P. two
4. Q. P. one	4. K. B. to K. second
5. Q. B. P. one	5. K. Kt. to B. third

White. (Mr. St—n.)	*Black.* (Herr —.)
6. K. Kt. to his fifth	6. K. R. to B. square
7. Kt. takes K. R. P.	7. Q. P. two
8. P. takes Q. P.	8. K. Kt. takes Kt.
9. Q. to K. R. fifth (check)	9. K. Kt. P. one
10. Q. takes K. Kt. P. (check)	10. R. to B. second
11. P. takes Q. Kt.	11. Q. to her third
12. Q. takes R. (ch.), and WINS.	

GAME CCCXXXV.

Between two German Amateurs, Herr W—— and Herr K——; the former giving "the Pawn and Move."

(*Remove Black's K. B.'s P. from the board.*)

White. (Herr K—.)	*Black.* (Herr W—.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two
3. K. B. to Q. third	3. K. Kt. P. one
4. K. P. one	4. Q. B. P. two
5. Q. to K. Kt. fourth	5. P. takes Q. P.
6. B. takes K. Kt. P. (check)	6. P. takes B.
7. Q. takes P. (check)	7. K. to Q. second
8. K. Kt. to B. third	8. Q. to K. square
9. Q. to her third	9. Q. Kt. to B. third
10. Q. B. P. two	10. P. takes P. (*en passant*)
11. Q. Kt. takes P.	11. K. B. to Q. Kt. fifth
12. Castles	12. K. B. takes Kt.
13. P. takes B.	13. K. Kt. to K. second
14. Q. B. P. one	14. Q. to K. Kt. third
15. Q. to her square	15. K. R. to K. Kt. square
16. K. Kt. P. one	16. Q. to K. Kt. fifth
17. P. takes Q. P.	17. K. Kt. takes P.
18. Q. B. to Q. Kt. second	18. K. to Q. B. second
19. Q. R. to Q. B. square	19. Q. B. to Q. second
20. Q. to her third	20. Q. R. to K. B. square
21. Kt. to Q. fourth	21. K. to Q. Kt. square
22. Kt. takes Kt. (check)	22. B. takes Kt.
23. B. to Q. R. third	23. Kt. to K. B. fifth
24. Q. to her sixth (check)	24. K. to R. square

AND WHITE RESIGNED.

GAME CCCXXXVI.

Between Mr. ST——N and an Amateur; the former giving the Queen's Knight.

(Remove Black's Q.'s Kt. from the board.)

Black. (Mr. ST—N.)	*White.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. P. two	3. B. takes P.
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. B. P. one	5. B. to Q. Kt. third
6. Kt. to Kt. fifth	6. K. Kt. to R. third
7. K. B. P. two	7. Castles
8. K. B. P. one	8. Q. to K. B. third
9. Q. to K. R. fifth	9. Q. Kt. to Q. R. fourth
10. Kt. takes Q. R. P.	10. K. takes Kt.
11. Q. B. to K. Kt. fifth	11. Q. to her B. third
12. K. B. to Q. fifth	12. Q. to her B. fourth
13. Castles on Q. side	13. Q. B. P. one
14. K. B. takes K. B. P.	14. R. takes B.
15. B. takes K. Kt.	15. K. to his Kt. square
16. Q. B. to K. Kt. fifth	16. Q. P. two
17. Q. R. to Q. third	17. P. takes P.
18. Q. R. to K. R. third	18. K. R. to K. B. square
19. Q. to K. R. seventh (check)	19. K. to B. second
20. Q. to K. Kt. sixth (check)	20. K. to Kt. square
21. R. to K. R. seventh	21. R. to K. B. second
22. Q. to K. R. fifth	

AND WHITE ABANDONED THE GAME.

GAME CCCXXXVII.

Between the same Players; Mr. ST——N giving the Queen's Knight.

(Remove Black's Q.'s Kt. from the board.)

Black. (Mr. ST—N.)	*White.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. B. to Q. Kt. second	9. K. Kt. to B. third
10. Q. P. one	10. Q. Kt. to R. fourth

Black. (Mr. St—n.)	*White.* (Mr. —.)
11. K. P. one	11. Q. Kt. takes K. B.
12. P. takes K. Kt.	12. Kt. takes Q. B.
13. P. takes K. Kt. P.	13. R. to K. Kt. square
14. K. R. to K. square (check)	14. K. to Q. second
15. Q. to her B. second	15. Q. B. P. one
16. Q. takes Kt.	16. K. to B. second
17. Q. R. P. two	17. B. to Q. B. fourth
18. Q. P. takes P.	18. P. takes P.
19. Q. R. to Q. Kt. square	19. Q. B. to Q. R. third
20. Q. to her B. third	20. K. B. to Q. Kt. third
21. Kt. to Q. fourth	21. K. B. takes Kt.
22. Q. to her R. fifth (check)	22. K. B. to Q. Kt. third
23. Q. takes Q. B.	23. Q. to her B. square
24. K. R. to K. seventh (check)	24. K. to Q. square
25. Q. to K. second	25. Q. to K. B. fourth
26. Q. R. to K. square	

AND, AFTER A FEW MORE MOVES, WHITE RESIGNED.

GAME CCCXXXVIII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 44th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. K. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to Q. third
7. K. Kt. to B. third	7. Q. Kt. to B. third
8. Castles	8. Castles
9. K. R. P. one	9. K. R. P. one
10. Q. R. P. one	10. Q. B. to K. B. fourth
11. K. Kt. P. two (*a*)	11. K. Kt. takes P.
12. K. R. P. takes Kt.	12. B. takes P.
13. K. B. to K. second	13. B. takes K. Kt.
14. B. takes B.	14. Q. to K. R. fifth
15. K. R. to K. square	15. Kt. takes Q. P.
16. Kt. to K. fourth (*b*)	16. B. to K. R. seventh (check)
17. K. to B. square	17. Q. R. to Q. square
18. Q. B. to K. third	18. Kt. to K. B. fourth
19. Q. to her B. second	19. Q. to K. R. sixth (check)
20. K. B. to K. Kt. second	20. Q. to K. Kt. fifth
21. K. B. P. one	21. Q. to K. Kt. third

White. (M. De la B.)	*Black.* (Mr. M'D.)
22. Q. B. to K. B. second	22. Kt. to K. second
23. Q. R. to Q. square	23. Kt. to Q. fourth
24. Q. B. to his fifth	24. Q. to Q. B. third
25. Q. to her Kt. third	25. Kt. to K. B. fifth (*c*)
26. B. takes K. R.	26. Q. to her R. third (check)
27. K. to his B. second	27. Q. R. takes Q. R.
28. K. B. to his square (*d*)	28. B. to K. Kt. eighth (check)
29. K. takes B.	29. R. takes R.
30. Kt. to Q. second	30. Q. to K. seventh

AND WHITE RESIGNED.

Notes to Game CCCXXXVIII.

(*a*) Very badly played. The loss of the preceding game in this match was chiefly owing to the premature advance of White's King's Knight's Pawn.

(*b*) Rook to King's fourth would, perhaps, have been more effective.

(*c*) This and the subsequent moves by Mr. M'Donnell are cleverly played.

(*d*) We should have preferred taking the Rook with the Queen.

GAME CCCXXXIX.

Between Mr. Lewis and Mr. M'Donnell; Mr. Lewis gives "the Pawn and two Moves."

White. (Mr. M'D.)	*Black.* (Mr. Lewis.)
1. K. P. and Q. P. two	1. Q. Kt. to Q. B. third
2. K. Kt. to K. R. third	2. K. P. two
3. Q. P. one	3. Q. Kt. to K. second
4. K. B. P. two	4. P. takes P.
5. Q. B. takes P.	5. Q. Kt. to K. Kt. third
6. K. P. one	6. K. B. to Q. B. fourth
7. K. B. to Q. third	7. Kt. takes B.
8. Kt. takes B.	8. Q. to K. Kt. fourth
9. Q. checks	9. Q. takes Q.
10. Kt. takes Q.	10. K. Kt. P. one
11. Kt. to K. B. sixth (check)	11. Kt. takes Kt.
12. P. takes Kt.	12. K. B. to Q. fifth
13. Q. B. P. one	13. K. B. takes P.
14. Q. Kt. to Q. second	14. Q. P. one
15. Castles with Q. R.	15. Castles
16. Kt. to K. fourth	16. B. to K. fourth
17. K. R. P. one	17. Q. B. to K. B. fourth
18. Kt. to K. B. second	18. Q. B. to Q. second

White. (Mr. M'D.)	*Black.* (Mr. Lewis.)
19. K. R. to K. B. square	19. Q. B. to Q. R. fifth
20. Q. Kt. P. one	20. Q. B. to Q. second
21. K. to Q. B. second	21. Q. B. P. one
22. P. takes P.	22. P. takes P.
23. Kt. to K. fourth	23. R. takes R.
24. R. takes R.	24. Q. R. to K. B. square
25. R. takes R.	25. K. takes R.
26. Kt. to K. Kt. fifth	26. B. to K. B. fifth
27. Kt. to K. B. third	27. K. to his second
28. Q. R. P. two	28. Q. B. P. one
29. Q. R. P. one	29. Q. P. one
30. Q. Kt. P. one	30. Q. B. P. one
31. K. B. to its square	31. K. R. P. two
32. K. R. P. one	32. B. to K. sixth
33. K. to Kt. second	33. K. to Q. third
34. B. to K. second	34. Q. R. P. one
35. B. to Q. square	35. Q. B. to K. Kt. fourth
36. B. to Q. B. second	36. B. takes Kt.
37. P. takes B.	37. K. Kt. P. one
38. P. takes P.	38. B. takes P.
39. B. to K. B. fifth	39. K. R. P. one
40. B. to adv. Q. B. square	40. B. to K. sixth
41. K. to B. second	41. K. to his fourth
42. K. to Q. square	42. K. to B. fifth
43. K. to his second	43. Q. P. one
44. P. takes P.	44. B. takes P.
45. B. to K. sixth	45. Q. B. P. one
46. K. to Q. third	46. K. takes P.
47. B. to adv. Q. B. square	47. K. to B. fifth
48. B. takes P.	48. K. R. P. one
49. B. to Q. Kt. seventh	49. K. to his fourth
50. Q. Kt. P. one	50. K. to Q. third
51. B. to K. fourth	51. K. R. P. one
52. Q. Kt. P. one	52. K. to Q. second

DRAWN GAME.

PROBLEMS FOR YOUNG PLAYERS.

No. 95.

By J. H. S.

White.	*Black.*
K. at his Kt.'s square	K. at Q.'s sixth
Q. at her Kt.'s third	Q. at her third
R. at K.'s square	R. at K. Kt.'s fourth

White.	*Black.*
B. at Q. B.'s square	Kt. at Q.'s fourth
Pawns at K. Kt.'s fourth, K. B.'s third, and Q. B.'s third	Kt. at Q. B.'s third
	Pawn at K.'s fourth

White, playing first, to mate in two moves.

No. 96.

White.	*Black.*
K. at Q. R.'s square	K. at his Kt.'s square
Q. at her seventh	Q. at her B.'s seventh
R. at Q.'s fourth	R. at Q. B.'s square
B. at K. Kt.'s square	R. at Q. Kt.'s third
B. at Q. R.'s second	B. at K. B.'s fourth
Kt. at K. Kt.'s fifth	Kt. at K.'s third
Pawns at K. Kt.'s third, and K. R.'s sixth	Kt. at K. R.'s fourth
	Pawns at K.'s fifth, K. B.'s second, K. R.'s second, and Q. R.'s second

White to play, and mate in five moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 93.

White.	*Black.*
1. Kt. to Q.'s seventh (check)	1. K. to his Kt.'s square
2. B. to Q.'s fifth (check)	2. Kt. to K. B.'s second
3. B. takes Kt. (check)	3. K. to R.'s square
4. Q. takes K. R.'s P. (check)	4. K. takes Q.
5. K. to his Kt.'s fifth (discov. check), MATE.	

No. 94.

White.	*Black.*
1. R. to Q. Kt.'s sixth	1. K. to Q. R.'s fourth
2. K. to Q. B.'s seventh	2. K. to R.'s fifth
3. B. to Q.'s square (check)	3. K. to R.'s fourth
4. Pawn two (check), MATE.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 135.—E.*

White.	*Black.*
K. at Q. R.'s square	K. at Q. R.'s square
Q. at K. Kt.'s seventh	Q. at K. R.'s seventh
R. at Q. Kt.'s fifth	R. at K. R.'s square
R. at Q. Kt.'s square	R. at K.'s square
Kt. at Q. B.'s sixth	Kt. at Q. B.'s sixth
Pawn at Q. R.'s sixth	Pawn at Q.'s fifth

White to play, and give checkmate with his Pawn in three moves.

No. 136.—E.

White.	*Black.*
K. at Q. R.'s second	K. at Q. R.'s square
Q. at K.'s fifth	R. at K. Kt.'s square
B. at K. R.'s second	Pawn at Q. Kt.'s second
B. at K. B.'s third	
Pawns at Q. Kt.'s sixth, and at Q. R.'s fifth	

White, playing first, to mate with a Pawn in three moves.

No. 137.

White.	*Black.*
K. at his R.'s sixth	K. at his R.'s square
Q. at her B.'s sixth	Q. at K. B.'s second
Kt. at Q.'s fifth	Kt. at K. R.'s sixth
Kt. at Q.'s seventh	Pawns at Q. Kt.'s fifth, and at Q. R.'s sixth

White, having to play, mates in six moves.

No. 138.

White.	*Black.*
K. at his R.'s square	K. at his R.'s second
R. at K. B.'s fourth	R. at Q.'s seventh
R. at Q. R.'s eighth	B. at K.'s fifth
Kt. at K.'s sixth	Kt. at K.'s sixth
Kt. at Q.'s fourth	Pawns at K. R.'s third, and at Q.'s fourth
Pawns at K. R.'s third, and at K. Kt.'s second	

White to play, and mate in six moves.

* See page 366 of the Second Volume.

No. 139.

White.	*Black.*
K. at his seventh	K. at his R.'s square
Kt. at K. B.'s square	Pawns at K. R.'s third, and at K. Kt.'s second
Pawns at K. R.'s fifth, and K. Kt.'s sixth	

White, playing first, to mate in six moves.

No. 140.

White.	*Black.*
K. at his Kt.'s sixth	K. at his R.'s fifth
R. at K.'s eighth	Kt. at K. B.'s third
R. at Q. R.'s third	Pawn at Q.'s second
B. at Q.'s square	
B. at Q.'s sixth	
Pawns at K. Kt.'s second, at K. Kt.'s fourth, K. B.'s fifth, and K.'s fifth	

White to move, and give mate with a Pawn in six moves, without taking the Black Knight.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 103.

White.	*Black.*
1. Q. to K. B.'s eighth (check)	1. K. to Q.'s second
2. K. to his B.'s seventh	2. Q. P. one
3. R. from Q.'s square to Q. B.'s square	3. Q. P. one
4. R. to Q.'s fourth (check)	4. K. P. takes R.
5. P. one	5. Q. P. one
6. P. one (check), MATE.	

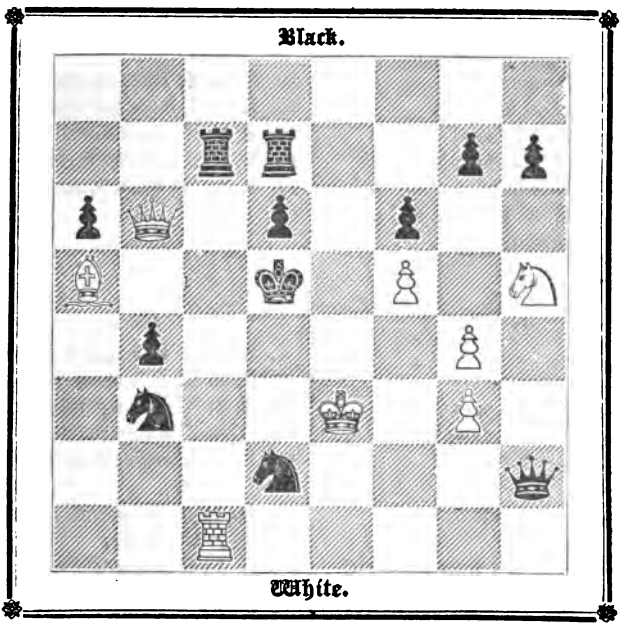
No. 104.

White.	*Black.*
1. Q. Kt. to Q. Kt.'s third (ch.)	1. K. to his sixth
2. Q. B. to K. B.'s second (ch.)	2. K. to his B.'s fifth
3. K. Kt. to K.'s sixth (check)	3. K. to his fourth
4. Q. B. to Q.'s fourth (ch.) MATE.	

PROBLEM, No. 106.

By C. R. L——E.

White, playing first, mates in eight moves.



ANALYSIS

OF THE CELEBRATED PROBLEM,

A KING, ROOK AND BISHOP, AGAINST A KING AND ROOK.

(*Continued from page* 16 *of the present Volume.*)

(D) *

White.	*Black.*
	6. R. to Q.'s eighth
7. K. to his sixth	7. R. to Q. Kt.'s eighth (*a*)
8. B. to Q.'s fourth	

And the position is the same as one which occurs in Variation (A), Solution No. 2.

* *See Black's 6th move, Solution No. 2, page* 13 *of this Volume.*

(E)

White.	*Black.*
	6. R. to Q. Kt.'s eighth
7. B. to Q.'s fourth	7. R. to Q. Kt.'s square, or (E 1)
8. R. to K. Kt.'s seventh (check)	8. K. to B.'s square
9. R. to K. R.'s seventh	9. R. to Q. Kt.'s fourth (check), or (E 2) (E 3) (E 4) (E 5)
10. K. to his sixth	10. R. to K. Kt.'s fourth
11. R. to K. R.'s fourth	11. R. to K. Kt.'s third (ch.) (best)
12. B. to K. B.'s sixth	12. R. to K. Kt.'s seventh
13. R. to Q. B.'s fourth	13. R. to K.'s seventh (check) (*b*)
14. B. to K.'s fifth	14. K. to his Kt.'s square
15. R. to K. R.'s fourth, and wins immediately.	

(E 1)

White.	*Black.*
	7. R. to K. B.'s eighth (check)
8. K. to his sixth	8. R. to K. B.'s second (*c*)
9. R. to Q. B.'s square	9. R. to K. B.'s square (*d*)
10. R. to K. R.'s square	10. R. to K.'s square (check)
11. K. to his B.'s sixth	11. R. to Q.'s square, or (E 6) (E 7) (E 8)
12. B. to K.'s fifth	12. R. to K.'s square, or (E 9) (E 10) (E 11)
13. R. to K. Kt.'s square (check)	13. K. to R.'s second (best)
14. K. to B.'s seventh, winning easily.	

Notes to Variations (D) *and* (E).

(*a*) Any other move would lead to immediate loss, or to one of Philidor's positions.

(*b*) If, instead of moving the Rook, he were to play his King to Knight's square, he would lose the Rook in four moves.

(*c*) The present position, although apparently similar to that in Variation (c 1), page 15 of this Volume, is, in reality, a very different one, owing to the Bishop being at Queen's fourth, instead of at King's fifth. (See Variation alluded to.)

(*d*) If, instead of playing the Rook back to King's Bishop's square, he moves it to King's Bishop's fifth, attacking your Bishop, you must play the Bishop to King's fifth; and should he then return the Rook to Bishop's square, you have only to carry your Rook to King's Rook's square, and the position is referable to that in (c 1), page 15 of this Volume. Should Black, after attacking the Bishop, play his Rook to

Queen's Knight's fifth, or to Queen's Rook's fifth, you must check with your Rook at Queen's Bishop's eighth, and then play the King to his Bishop's fifth, winning without difficulty: he may, however, after playing his Rook to King's Bishop's fifth, move it to King's Knight's fifth; in which case you will win easily, by carrying your Rook to King's Rook's square. (See Variation (E).) At his ninth move, instead of returning his Rook to King's Bishop's square, or playing it to King's Bishop's fifth, Black has one other way of defending the game, *viz.* to carry his Rook over to Queen's Knight's second; the result of which move will be shown in a subsequent Variation.

(*To be continued in our next.*)

ELEMENTARY LESSONS.

ON THE MOST POPULAR METHODS OF COMMENCING THE GAME.

SECTION FIRST.

Lesson Second.

On the King's Bishop's Opening.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. B. P. one	3. K. Kt. to B.'s third
4. Q. P. two	4. P. takes P.
5. P. takes P.	

The moves, thus far, are the same as those in our first Lesson. Black now, instead of retiring the Bishop to Queen's Knight's third, properly plays it to Queen's Knight's fifth, checking.

	5. K. B. to Q. Kt.'s fifth (check)
6. Q. B. to Q.'s second	6. B. takes B. (check)

Remember that in this position, which continually occurs, you must not interpose the Queen's Knight instead of the Bishop, because your adversary will take your King's Pawn with his Knight.

Black now takes your Bishop, checking, that he may gain time to Castle, or advance the Queen's Pawn. If he plays out the Queen's Knight instead of exchanging the Bishops, you will have a fine game, by first taking his Bishop with yours, and then playing the Queen to her Knight's third.

7. Q. Kt. takes B.	7. Q. P. two.

It is obvious, that if you take his Bishop with the Queen, he may capture the King's Pawn.

Black's move is a very good one; he breaks up your centre Pawns,

affords an opening for his Queen's Bishop, and greatly improves his position by the bold advance of this Pawn.

White.	*Black.*
8. P. takes P.	8. K. Kt. takes P.

This is better than taking the Pawn with your Bishop, which still bears upon his vulnerable point, the King's Bishop's Pawn. Instead of taking the Pawn, Black may "Castle" with advantage; if you then attempt to sustain the doubled Pawn by moving your Queen to her Knight's third, or to King's Bishop's third, he can advance the Queen's Bishop's Pawn one square, attacking your Pawn; and if you take Pawn with Pawn, he is enabled to bring his Queen's Knight into the field, and obtain a fine attacking game. If, upon his Castling, you do not protect the Pawn, he takes it with his Knight, and has, we think, the better position.

9. Q. to her Kt.'s third.	9. Q. B. P. one.

If, at this stage, your opponent, instead of supporting his Knight with the Pawn, should check with the Queen at King's second, you must move your King to his Bishop's square, threatening to play the Queen's Rook to King's square next move.

10. K. Kt. to K.'s second.	10. Castles.

WE PREFER WHITE'S GAME.

The following ingenious Solution of M. JANISCH'S Problem, (page 1 of the present Volume,) in *fifteen* moves, is by the Honorary Secretary of the Liverpool Chess Club.

White.	*Black.*
1. B. to K.'s fifth	1. K. to R.'s third
2. R. to K. B.'s seventh	2. K. to R.'s fourth
3. K. Kt. to K. Kt.'s eighth	3. K. to R.'s fifth
4. Q. Kt. to Q.'s square	4. K. to R.'s fourth
5. Q. Kt. to Q. B.'s third	5. K. to R.'s fifth
6. Q. Kt. to K.'s second	6. K. to R.'s fourth
7. Q. Kt. to K. Kt.'s square	7. K. to R.'s fifth
8. K. to Q.'s fifth	8. K. to R.'s fourth
9. K. to his sixth	9. K. to R.'s fifth
10. K. to his B.'s sixth	10. K. to R.'s fourth
11. K. to his Kt.'s seventh	11. K. to R.'s fifth
12. K. to K. R.'s seventh	12. K. to R.'s fourth
13. R. to K. B.'s second	13. K. to R.'s fifth, or (A)
14. K. Kt. to K. B.'s sixth	14. P. takes R.
15. K. Kt.'s P. one (ch.) MATE.	

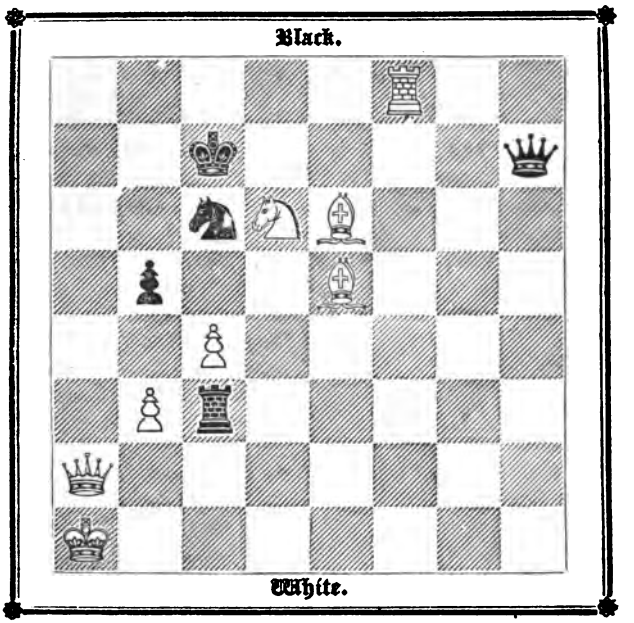
(A)

	13. P. takes P.
14. K. Kt. to B.'s sixth (check)	14. K. to R.'s fifth
15. P. one (check), MATE.	

PROBLEM, No. 107.

By Mr. S. A——s.

Either party playing first, to give mate in five moves.



GAME CCCXL.

Played at Goode's Chess Rooms, between Messrs. C——E and ST——N.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. R. fifth	3. Q. to K. second
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. Kt. to B. third	5. K. Kt. to B. third
6. Q. to K. R. fourth	6. Castles
7. Q. P. one	7. Q. Kt. to Q. fifth
8. Kt. takes Kt.	8. P. takes Kt.
9. Kt. to K. second	9. B. checks
10. Q. B. P. one	10. P. takes P.
11. P. takes P.	11. Q. P. two (*a*)
12. B. to Q. Kt. third	12. P. takes P.
13. P. takes P. (*b*)	13. Q. to K. fourth
14. P. takes B.	14. Q. takes R.

AND, AFTER A FEW MOVES, BLACK RESIGNED.

Notes to Game CCCXL.

(*a*) Very well played.

(*b*) Black should have advanced his Queen's Pawn one square, and he would then have had a good game.

GAME CCCXLI.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. two	3. Q. B. P. one
4. K. Kt. to B. third	4. Kt. takes P.
5. P. takes P.	5. Q. P. two
6. P. takes P. *en passant*	6. K. B. takes P.
7. Castles	7. Castles
8. Q. to her fourth	8. Q. B. to K. B. fourth
9. K. B. to Q. third	9. K. B. to Q. B. fourth
10. Q. to K. fifth	10. Q. to Q. fourth
11. Q. takes Q.	11. P. takes Q.
12. Q. B. to K. third	12. Q. Kt. to Q. second
13. K. Kt. to Q. fourth	13. B. to K. Kt. third
14. K. B. takes Kt.	14. P. takes B.
15. Q. Kt. to B. third	15. Q. R. to K. square
16. Q. R. to Q. square	16. Kt. to K. fourth
17. Q. Kt. to Q. R. fourth	17. B. takes K. Kt.
18. B. takes B.	18. K. B. P. two
19. B. takes Q. R. P.	19. Q. R. to his square
20. B. to Q. fourth	20. Q. R. takes Kt.
21. B. takes Kt.	21. Q. R. takes Q. R. P.
22. B. to Q. sixth	22. K. R. to Q. B. square
23. B. to Q. R. third	23. K. R. P. two
24. Q. B. P. one	24. B. to K. B. second
25. Q. R. to Q. seventh	25. B. to Q. B. fifth
26. K. R. to Q. square	26. Q. Kt. P. two
27. Q. R. to K. seventh	27. B. to Q. sixth
28. K. B. P. one	28. R. to Q. B. fifth
29. P. takes P.	29. P. takes P.
30. K. R. P. one	30. K. to R. second
31. K. to R. second	31. R. to Q. B. third
32. R. to K. B. seventh	32. K. to R. third
33. R. to K. B. eighth	33. K. to R. second
34. K. R. to K. square	34. K. R. P. one
35. K. Kt. P. one	35. R. takes Q. B. P.

AND WHITE RESIGNED.

GAME CCCXLII.

Between the same Antagonists.

Black. (Mr. St—n.)	*White.* (Mr. C—s.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. Q. to K. second
4. K. B. P. two	4. K. Kt. to B. third
5. P. takes P.	5. Q. takes P.
6. K. Kt. to B. third	6. Q. takes K. P.
7. B. takes K. B. P. (check)	7. K. to Q. square (*a*)
8. Q. takes Q.	8. Kt. takes Q.
9. Q. P. two	9. K. B. to K. second
10. Castles	10. R. to K. B. square
11. K. B. to Q. Kt. third	11. Q. P. one
12. Q. Kt. to Q. second	12. Kt. takes Kt.
13. B. takes Kt.	13. Q. B. to K. Kt. fifth
14. Kt. to K. Kt. fifth	14. K. R. P. one
15. R. takes R. (check)	15. B. takes R.
16. R. to K. B. square	16. K. B. to K. second
17. B. to K. sixth	17. P. takes Kt.
18. B. takes Q. B.	18. B. to his third
19. Q. B. P. one	19. K. to his second (*b*)
20. B. to Q. B. eighth	20. Q. R. P. two
21. R. to K. square (check)	21. K. to his B. square
22. B. takes Q. Kt. P.	22. R. to his second
23. B. to Q. B. eighth	23. Q. B. P. one
24. B. to K. Kt. fourth	24. R. to K. second
25. R. to K. B. square	25. K. to Kt. square
26. R. to K. B. fifth	26. R. to Q. Kt. second
27. B. takes doubled P.	27. Q. P. one
28. Q. Kt. P. one	28. Q. R. P. one
29. Q. Kt. P. one	29. B. takes B.
30. R. takes B.	30. Q. R. P. one
31. K. to B. second	31. R. to K. second
32. R. to K. fifth	32. R. takes R.
33. P. takes R.	33. K. to B. second
34. K. to his third	34. Kt. to Q. R. third
35. K. to Q. fourth	35. K. to his second
36. K. R. P. two	36. Kt. to Q. B. second
37. Q. B. P. one	37. Kt. to Q. R. third
38. P. takes Q. P.	38. Kt. takes P.
39. P. one (check)	

AND WHITE RESIGNED.

Notes to Game CCCXLII.

(*a*) The young player will see that White could not take the Bishop without losing his Queen.

(*b*) Badly played: he should have brought out his Knight.

GAME CCCXLIII.

Between the Honorary Secretary of the London Chess Club, and Mr. H——, of the Bristol Chess Club; the former giving "the Pawn and two Moves."

(*Remove White's K. B.'s P. from the board.*)

Black. (Mr. H—.)	*White.* (Hon. Sec.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. P. two
4. P. takes P.	4. P. takes P.
5. Q. to K. R. fifth (check)	5. K. to K. second
6. Q. Kt. to B. third	6. Q. B. P. one
7. Q. B. checks	7. K. Kt. to B. third
8. B. takes Kt. (check)	8. P. takes B.
9. Castles	9. B. to K. third
10. R. to K. square	10. K. to Q. second
11. B. to K. B. fifth	11. B. takes B.
12. Q. takes B. (check)	12. K. to Q. B. second
13. K. Kt. to R. third	13. Q. Kt. to Q. second
14. K. to Kt. square	14. B. to K. third
15. R. to K. sixth	15. Q. to K. B. square
16. K. Kt. to K. B. fourth	16. Q. R. to K. square
17. K. R. to K. square	17. Q. to K. B. second
18. R. takes R.	18. R. takes R.
19. K. Kt. to K. sixth (check)	19. K. to Kt. square
20. R. to K. third	20. Q. R. P. one
21. Kt. to K. second	21. K. R. P. one
22. Q. R. P. one	22. K. to R. second
23. K. Kt. P. one	23. Kt. to K. B. square
24. Kt. takes Kt.	24. R. takes R.
25. P. takes R.	25. Q. takes Kt.
26. Kt. to K. B. fourth	26. B. takes Kt.
27. Q. takes B.	27. K. B. P. one
28. K. Kt. P. one	28. Q. to K. Kt. second
29. P. takes P.	

WHITE RESIGNED.

GAME CCCXLIV.

Between the same Players; at the same Odds.

(Remove White's K. B.'s P. from the board.)

Black. (Mr. H—.)	*White.* (Hon. Sec.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. K. P. one	4. K. Kt. P. one
5. Q. B. P. one	5. P. takes P.
6. P. takes P.	6. K. B. to Q. Kt. fifth (check)
7. Kt. to Q. B. third	7. Q. Kt. to B. third
8. Kt. to B. third	8. K. Kt. to K. second
9. Castles	9. Castles
10. Q. Kt. to K. fourth	10. K. Kt. to Q. fourth
11. Q. B. to K. R. sixth	11. R. takes K. Kt.
12. Q. takes R.	12. Q. Kt. takes Q. P.
13. Kt. to K. B. sixth (check)	13. K. to R. square
14. Q. to K. Kt. fourth	14. K. B. to Q. B. fourth
15. Kt. takes K. R. P.	15. Q. Kt. to K. B. fourth
16. Q. takes K. Kt. P.	16. Q. to K. Kt. square
17. B. takes Q. Kt.	17. K. P. takes B.
18. Q. takes Q. (check)	18. K. takes Q.
19. Kt. checks	19. Kt. takes Kt.
20. P. takes Kt.	20. B. to Q. fifth
21. B. to K. Kt. fifth	21. K. to B. second
22. Q. R. to K. square	22. B. takes P. at his third
23. B. takes B.	23. K. takes B.
24. K. R. to K. eighth	24. Q. Kt. P. one
25. Q. R. to Q. B. square	

AND WHITE ABANDONED THE GAME.

GAME CCCXLV.

Between the Rev. —— B——E, and Mr. E. W., of Bristol; the latter giving "the Pawn and two Moves."

(Remove White's K. B.'s P. from the board.)

Black. (Rev. — B—E.)	*White.* (Mr. E. W.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. Kt. to B. third	3. Q. P. two
4. P. takes P.	4. P. takes P.
5. Q. Kt. to B. third	5. K. B. to Q. Kt. fifth
6. Q. B. to Q. second	6. B. takes Kt.

Black. (Rev. — B—E.)	*White.* (Mr. E. W.)
7. B. takes B.	7. K. Kt. to B. third
8. K. B. to Q. Kt. fifth (check)	8. Q. B. P. one
9. Q. to K. second (check)	9. K. Kt. to K. fifth
10. K. B. to Q. third	10. Q. B. to K. B. fourth
11. Castles	11. Castles
12. Q. B. to Q. Kt. fourth	12. K. R. to B. third
13. Kt. to K. fifth	13. Q. Kt. to Q. second
14. K. B. P. one	14. Q. Kt. takes Kt.
15. Q. P. takes Q. Kt.	15. Q. to her Kt. third (check)
16. K. to R. square	

AND WHITE MATED HIS OPPONENT IN TWO MOVES.

GAME CCCXLVI.

Between VON H——T, one of the finest players of Berlin, and M. MAJOR J——H.

White. (VON H—T.)	*Black.* (M. J—H.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. B. P. one	4. Q. to K. second
5. Q. P. two	5. K. B. to Q. Kt. third
6. K. B. to Q. third	6. Q. B. to K. Kt. fifth
7. Q. B. to K. third	7. K. Kt. to B. third
8. K. R. P. one	8. K. P. takes K. B. P.
9. Q. B. takes P.	9. Kt. takes K. P.
10. Castles	10. Q. B. to K. B. fourth
11. K. R. to K. square	11. Q. P. one
12. Q. Kt. to Q. second	12. Castles
13. Q. to her B. second	13. K. R. to K. square
14. K. Kt. to Kt. fifth	14. Q. to K. B. third
15. K. B. takes Kt.	15. B. takes B.
16. Q. Kt. takes B.	16. Q. P. takes Kt.
17. K. R. takes Kt.	17. R. takes R.
18. Q. takes R.	18. Q. Kt. to B. third
19. Q. takes K. R. P. (check)	19. K. to his B. square
20. Q. R. to K. square	20. K. Kt. P. one
21. R. to K. B. square	21. K. to his second
22. Kt. takes K. B. P.	22. K. to his third
23. Kt. to his fifth (check)	23. K. to Q. fourth
24. Q. to her seventh (check)	24. K. to Q. B. fifth
25. Q. Kt. P. one (check)	25. K. to Q. Kt. fourth
26. Q. to her fifth (check)	26. K. to Q. R. third

AND WHITE GAVE MATE IN TWO MOVES.

PROBLEMS FOR YOUNG PLAYERS.

No. 97.

By Mr. J. K——LL, of Liverpool.

White.	*Black.*
K. at Q. R.'s square	K. at Q. Kt.'s square
Q. at her B.'s sixth	Q. at K.'s fifth
R. at Q. B.'s square	R. at K. Kt.'s square
Kt. at Q.'s fourth	Kt. at K. B.'s third
Pawns at K. R.'s second, K.'s third, Q. Kt.'s second, and at Q. R.'s second	Pawns at K. R.'s second, K. Kt.'s second, Q.'s fourth, Q. Kt.'s third, and at Q. R.'s second

White to play, and mate in three moves.

No. 98.

By C. R. L——E.

White.	*Black.*
K. at his Kt.'s fourth	K. at his fourth
Q. at her R.'s sixth	Q. at K. R.'s eighth
R. at Q. R.'s second	R. at K. R.'s square
B. at K. R.'s fourth	R. at Q.'s third
B. at Q. Kt.'s square	B. at K.'s sixth
Kt. at Q. B.'s seventh	Kt. at Q. B.'s fourth
Pawns at K. B.'s second, K. Kt.'s second, and at Q. Kt.'s third	Pawns at K. B.'s second, Q.'s fifth, and at Q. Kt.'s third

White, playing first, mates in six moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 95.

White.	*Black.*
1. K. to B.'s square	1. Kt. to K.'s sixth (check)
2. R. takes Kt. (check), MATE.	If Black plays otherwise, the R. mates at Q.'s square.

No. 96.

White.	*Black.*
1. Q. takes K. B. P. (check)	1. K. to R.'s square
2. R. to Q.'s eighth (check)	2. R. takes R. (best)
3. B. to Q.'s fourth (check)	3. Kt. takes B., or (A)
4. Q. to K. Kt.'s eighth (check)	4. R. takes Q.
5. Kt. to K. B.'s seventh (check), MATE.	

(A)

	3. Kt. from R.'s fourth to Kt.'s second
4. Q. takes Kt. (check)	4. Kt. takes Q.
5. B. takes Q. (check), MATE.	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 105.

White.	*Black.*
1. Q. to her sixth	1. Kt. to K.'s third Black has several ways of defending the game, but none better than this.
2. R. takes Q. B. P.	2. Q. to K.'s fourth
3. R. to Q. B.'s eighth (double ch.)	3. K. takes R.
4. Kt. takes Q. R. P., MATE.	

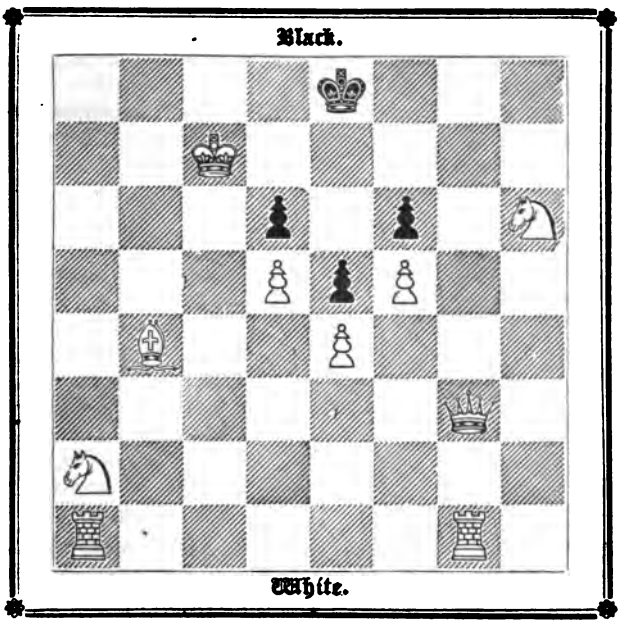
No. 106.

White.	*Black.*
1. Kt. to K. B.'s fourth (check)	1. K. to his fourth
2. Kt. to Q.'s third (check)	2. K. to Q.'s fourth
3. Kt. takes Q. Kt. P. (check)	3. K. to his fourth
4. Kt. to Q.'s third (check)	4. K. to Q.'s fourth
5. Q. to Q. Kt.'s seventh (check)	5. R. takes Q.
6. Kt. to K. B.'s fourth (check)	6. K. to his fourth
7. B. to Q. B.'s third (check)	7. Kt. to Q.'s fifth
8. B. takes Kt., MATE.	

PROBLEM, No. 108.

By Mr. S. A——s.

White, playing first, engages to give mate with the *King's Pawn* in eight moves, *without taking any of Black's Pawns.*



ELEMENTARY LESSONS.

METHOD OF WINNING WITH A QUEEN AGAINST A KNIGHT.

Before instructing you how to win with a Queen against a Knight, we must caution you against allowing your King and Queen to be attacked at the same time by the adverse Knight: this is very easily avoided by keeping the King and Queen on different coloured squares.

FIRST SITUATION.

White.	*Black.*
K. at his third	K. at Q.'s fourth
Q. at Q. R.'s fourth	Kt. at K.'s fourth

WHITE TO MOVE.

White.	*Black.*
1. Q. to her fourth, and checks	1. K. to his third
2. K. to his fourth	2. If he move the Kt. to Q. B.'s third, you should check with your Q. at adv. Q.'s fourth, and then take the Kt., but if he play Kt. to K. Kt.'s third
3. Q. to adv. Q. Kt.'s third, and checks	3. K. to K. B.'s second
4. K. to adv. K. B.'s fourth	4. Kt. to K.'s second, and checks
5. K. to adv. K. Kt.'s fourth	5. Kt. to Q.'s fourth
6. Q. to adv. Q.'s third	6. Kt. to K.'s second
7. Q. to adv. K. B.'s third, and checks	7. K. to his square
8. Q. to adv. K.'s third	8. K. to Q.'s square
9. K. to adv. K. B.'s third	9. Kt. to Q. B.'s square
10. Q. to adv. Q. B.'s third	10. Must lose the Kt.; for if he play it to K.'s second, you will check at adv. Q.'s third, and then take it; and if he play it to Q. R.'s second, by checking at adv. Q. Kt.'s third, you will also win the Kt., and afterwards easily checkmate.

If the Knight be at a distance from its King, the Queen usually wins it in a few moves, either by a divergent check, or by attacking, and confining the Knight; for example:—

SECOND SITUATION.

White.	*Black.*
K. at his third	K. at K. Kt.'s fourth
Q. at K.'s square	Kt. at Q. B.'s third

In this position, you should play as follows:—

1. Q. to K. Kt.'s third, and checks	1. If he play K. to K. B.'s third or fourth, or to K. R.'s fourth, you will win the Kt. by checking at your K. B.'s third, therefore K. to K. R.'s third
2. Q. to adv. Q.'s third, checks, and wins the Kt.	

THIRD SITUATION.

White.	*Black.*
K. at his third	K. at K. Kt.'s fourth
Q. at her square	Kt. at Q. R.'s second

By playing Queen to adv. Queen's second, you will win the Knight the next move.

METHOD OF WINNING WITH A QUEEN AGAINST A BISHOP.

It is not difficult to win with a Queen against a Bishop; you must, however, be careful not to allow the Bishop to attack King and Queen at the same time: this is easily avoided by playing them on different coloured squares.

FIRST SITUATION.

White.	*Black.*
K. at his square	K. at adv. K.'s fourth
Q. at her square	B. at adv. Q.'s fourth

WHITE TO MOVE.

White.	*Black.*
1. K. to his second	1. B. to Q. B.'s fourth
2. Q. to her third, and checks	2. If he play to adv. K. B. fourth, you will win the Bishop, by checking at Q. B.'s fourth, therefore K. to his fourth
3. Q. to Q. B.'s fourth	3. K. to Q. third, or (A)
4. K. to Q.'s third	4. K. to Q. B.'s third
5. K. to his fourth	5. If he play K. to Q.'s third, you will win the Bishop by checking at adv. Q.'s fourth, therefore K. to Q. Kt.'s third
6. K. to adv. Q.'s fourth	6. B. to adv. K. Kt.'s square
7. Q. to adv. Q. B.'s third, and checks	7. If he play K. to Q. R.'s fourth, you should play K. to Q. B.'s fourth, but if K. to Q. R.'s second
8. Q. to adv. Q. B.'s second, and checks	8. K. to Q. R.'s third
9. K. to adv. Q. B.'s third	9. B. to adv. K. B.'s second
10. Q. to adv. Q. Kt.'s second, checks, and afterwards checkmates at adv. Q. Kt.'s fourth.	

(A)

White.	*Black.*
	3. B. to adv. Q.'s fourth
4. K. to K. B.'s third	4. He is now compelled to move the B.; if he play it to Q. Kt.'s third, or Q. R.'s second, you will win it by checking with the Q. at adv. Q. Kt.'s fourth, or at adv. Q. B.'s second; if he play the B. to adv. Q. Kt.'s second, you win it by a check at your K.'s second; if he move B. to adv. Q. R.'s square, you will win it by checking first at adv. Q. Kt.'s fourth, and then either at Q. R.'s fourth, or at adv. Q. R.'s third; his best move therefore is B. to adv. K. Kt.'s square
5. Q. to K.'s fourth, and checks	5. If he play K. to Q.'s third, you will win the Bishop by checking at adv. K. Kt.'s third, therefore K. to K. B.'s third
6. Q. to K. R.'s fourth, and checks	6. K. to K. B.'s second, as his best move
7. Q. to K. Kt.'s fourth	7. B. to Q. Kt.'s third
8. Q. to adv. Q.'s second, checks, and afterwards, by playing Q. to adv. Q.'s third or to adv. K.'s third, wins the Bishop.	

SECOND SITUATION.

White.	*Black.*
K. at his fourth	K. at K. R.'s square
Q. at adv. K. B.'s fourth	B. at K.'s square

In this situation, if Black have the move, he will draw the game by playing B. to K. Kt.'s third; you must either take the Bishop or lose the Queen for it; in the former case you stalemate your adversary; in the latter it is of course drawn.

ON THE MOVES AND POWERS OF THE CHESS-MEN OF OUR ANCESTORS, IN THE THIRTEENTH CENTURY.*

THE names of the Chess-men, during this early period, were the REY, REYNE, FERS or FERCE, ALFYN or AUPHIN, Chivalier, ROC or ROK, and Poun, answering to our King, Queen, Bishop, Knight, Rook, and Pawn: these pieces are mentioned in the Poem of *La Vieille*, (a MS. in the Royal Library at Paris, quoted in a Memoir on Chess, drawn up by *M. Freret*, in 1729).

EN DEUX PARTS VEOIR Y POURRÉS REY, ROC, CHIVALIER ET AUPHIN, FIERGE ET PEON.

§ 1. *The Rey.*

The common Oriental name given to this piece was *Shâh*, equivalent to our European word *Rey* or *King*: and it is from this piece that the game derives its name.† The original movement of the *Rey* appears to

* From a series of articles on the Game of Chess, which appeared in the "New Monthly Magazine" for 1822.

† An ancient Hebrew treatise on the game, entitled "*Deliciæ Regis*," expressly states, that "The King is first in excellence and dignity, and in the Persian language is called *Shâh*, and from his name this game for the sake of excellence and dignity is called *Shâh*.

The move of the *Rey* is thus given in various MSS. — In *MS. Bibl. Reg.* 1 E. xxi.—

"Ante retroq' ferit hostes et sterner' quærit,
Si s'uat legem i' (*ideo*) no' debet tangere regem;
Cum quis insidias regi p' verba minatur
Rex illi cedat ne devictus adeatur;
Na' dum Scak' dicunt regi si cede' nescit.
Mox captinus erit et sic crimen sibi crescit
Deuicto rege pariter socii sup'antur
Cetera turba iacet nec habet q°.rege rega' te."

"In isto ludo rex vadit circu' quaq' directe et capit vndiq' semp' directe in signumq' rex o'ia iuste capit' et in nullo omissa iusticcia o'ibus exhibe' da o'bliq'r' (*obliquare*) debet; sed modo quicquid rex agit iusticcia reputat': quia *qu'q' p'ncipi placet iuris habet vigorem.*"—*Moralitas Innocentii Papæ.*

A Latin Poem on this game, among the MSS. in the *Bodleian Library*, confirms the belief of the passive power of the *Rey*, unless driven from his square by an adverse check:—

"*Contra ipsum non audebit, nisi Scachum dicere*
Si clametur Regi Scachum. vel ab uno pedite.
Declinare statim debet. proximam ad tabulam.
Si non habet ubi pergat. Scacha—mattum audiat."

Rabbi Aben Jachia, in his elegant *Oratio super Scacchum*, likewise recommends the *Rey* to remain inactive during the contest. "Rex quidem incedendo à domo in domum in dominio suo unicam legem habet, ut tam obliquè quam rectè in cursu *suo*, faciat omnia quæ lubet. At non debet exaltari cor ejus ad dilatandum gressus suos in bello, ne forte in bello moriatur." But the "*Deliciæ Regis*" is still more explicit, and expressly states that the *Rey* is not to move from his square, *unless compelled* by necessity,—"nec incedit à porta domus suæ quovis tempore, nisi hora necessitatis ad hoc."

have been extremely confined, he being incapacitated from moving, except driven to the necessity of extricating himself from an adverse check: this may, in some measure, be accounted for by reflecting, that as the value of the *Rey* at this game is beyond calculation (since the instant he is mated the contest is decided), they were the less willing to risk his person in the field. About the commencement of the thirteenth century the *Rey* had the move of our present King, with the restriction that he could neither move nor take *angularly*, but always directly; and the reason of this prohibition (from the taste that predominated in the twelfth and thirteenth centuries of moralising almost every subject,) seems to have been, *that the King ought to take every thing justly.** This restriction, however, in a very short period was taken away, and the *Rey* had the power of moving and taking as well angularly as directly; but his range of action *never* extended beyond one square.

§ 2. *The Ferce.*

The name of this piece is alone sufficient to confirm the idea of Chess being of Eastern origin. *Fers, Ferce, Fierce* or *Fierge,* (as it is variously spelt in manuscripts,) is derived from the Persian *Pherz,* which signifies a wise and learned man, capable of giving counsel to the *Shâh.* Dr. Hyde also remarks, that "Cum Hieremiam Sacerdotem Græcum Scachos mihi recitantem percontarer, qualis esset *Pherz,* ille respondebat, Ἐπίτροπος τοῦ Βασιλέως, Commissionarius regis, Procurator ejus, et Negotiorum ipsius Curator;" and immediately subjoins that "Ejusmodi viros prudentiâ et sapientiâ insignes secum habere solebant Persarum reges, quibus res suas gerendas credebant." On the introduction of Chess into Europe, this word *Ferce* was, by an easy mutation, corrupted into *Vierge,* a Virgin, and afterwards into *Reyne,* a Queen, though the old term of *Ferce* still continued to be used, and still retained its originally limited movements, until this restraint (according to the opinion of M. Freret, whom I have already quoted) was probably considered by our ancestors as a slavery more consonant to the jealous policy of the East than to the liberty which European females enjoy; they therefore extended the steps and prerogatives of this piece; and, with a gallantry natural to an age of

* Our ancestors were constantly representing the game of Chess as a picture of human life: the Morality on Chess of Pope Innocent thus commences:—"Mundus iste totus est quasi quoddam scaccarium cujus punctus unus est albus, alius niger, propter duplicem statum vitæ et mortis, gratiæ et culpæ. Familia hujus scaccarii sunt homines hujus mundi, qui omnes de uno sarculo extrahuntur et in diversis hujus mundi collocantur; et singuli habent diversa nomina—unus dicitur Rex, alter Regina, 3. Rochus, 4. Miles, 5. Alphinus, 6. Pedinus. Istius autem ludi conditio talis est, ut unus alios capiat; et cùm ludum compleverunt, sicut de uno sarculo exierunt, sic in uno loco iterum reponuntur," &c.—*MS. Sloan.* 4029, among a variety of tales, has likewise a Morality on Chess, which begins in these words:—"Scaccarium habet octo puncta in omni parte; sic in ludo mundi sunt octo genera hominum, Wyldhede, Wykkydhede, Clerici, Laici, Divites et Pauperes," &c.—It then proceeds to describe the moves of the Chess-men.

chivalry and politeness, permitted the lady to become at last the most considerable piece in the game. The substitution of a female at this game in the room of the *Visier* of the Orientals, has been thus ingeniously explained:—"Men were soon persuaded that the picture of human life under which they represented Chess, would be imperfect without a woman; that sex plays too important a part not to have a place in the game; and hence they changed the Minister into a Queen, the similarity of the words *Fierge* and *Vierge* facilitating the change. During this century the *Ferce* could move only *one* square at a time, and that angularly, and *never* directly: thus the old romance of "*La Vieille*:"—

"Le Roy, la Fierge, et le Peon, saillent un point;"

so that we may consider the *Ferce* as having been the least considerable of the Chess-pieces.*

§ 3. *The Alfyn.*

The Eastern name given to this piece was *Phil*, an Elephant. *Jacobus de Cesolis* calls it *Alphilus*, but the Italians having corrupted the word *Alfil* into *Alfinus*, or *Alfin*, the latter became the most usual appellation, and produced the *Alfyn*, *Aufyn*, and *Auphin*, used indifferently in ancient Chess MSS. The French, ignorant of the true meaning of the Eastern term *Phil*, have substituted *Fol*, somewhat similar in sound, but of a very different signification.†

In the thirteenth century, the *Alfyn* had the diagonal move of our Bishop, restricted in its range of action to the *third* square from which it stood; *i. e.* it was necessary that it should be distant from the adverse piece *one clear square;* thus, suppose a White *Alfyn* to be on the fourth square of his *Rey*, he could then capture any piece or Pawn standing—

---

* Innocent, in the "*Moralitas*," is not very complimentary to this piece:—"Regina quæ dicitur Fers vadit et obliquè; quia tam avarissimum sit genus mulierum, quodcunque capitur nisi meritò detur ex gratia rapina est et injusticia."

† Dr. Hyde makes the following observations on the substitution of a *Queen* and *Bishop* into the game, instead of the *Counsellor* and *Elephant* of the Oriental players:—"Qui autem *Regium* et *Episcopum* in hunc ludum introduxerunt, fortè opinati sunt eum esse *repræsentationem* Curiæ regalis, dum quod verè eo designatum est ignorarint; non attendentes eum natum fuisse apud Indos, qui non habent Episcopus; vel si haberent eos, tamen belle interesse non posse; nec advertentes quàm absurdam sit in hujus ludi progressu, ex gregario milite fieri Reginam, quasi ex viro fieri possit fœmina: cùm potius quodvis fictitium debeat esse imitatio veri."—*Thomæ Hyde Shahiludium. Oxon.* 1694, 12mo. p. 77.—*M. Freret* (in his *Memoirs sur l'Origine du Jeu des Echecs,*) comments very justly on the absurdity complained of by Dr. Hyde. The arguments he makes use of are—that if the *Fers or Fierge* be a Vizier, a minister of state, or a general, we may easily conceive how a Pawn, or common soldier, may be promoted to that rank, as a recompence for his valour in having pierced through the enemy's battalions. But, if the *Fierge* be a lady, the Queen or the King's wife, by what strange metamorphosis does the Pawn change his sex, and from a soldier turn into a woman and marry the King in reward of his valour. This sole absurdity proves that the second piece at Chess has been improperly named Virgin or Queen.

1, on the adverse *Rey's Chivalier's third* square; 2, *Reyne's Alfyn's third* square; 3, his own *Rey's Chivalier's second* square; and 4, his *Reyne's Alfyn's second* square. But as he was always incapacitated from moving to a greater or less number of squares, no piece could be either captured or considered *en prize*, if situated close to it, or removed at a greater distance than the *third* square. As a compensation for so confined an action on the board, the *Alfyn* had a very singular peculiarity bestowed on it; in capturing it possessed the *vaulting* power of the *Chivalier*. Thus, if a White *Alfyn* be on his *Rey's* fourth, a Black *Rok* on the adverse *Reyne's* fourth square, and a Black *Poun* on his *Reyne's Alfyn's* third square, the White *Alfyn* (in this or any similar situation) could capture the Black *Poun*, notwithstanding the interposition of the *Rok*: but the subsequent extension of its range of action deprived him, in the course of time, of this vaulting motion.*

§ 4. *The Chivalier.*

The name of this piece, although European, has strictly preserved the meaning of its Eastern original; for the Arabic *Phâras*, the Persian *Asp*, the Turkish *ât*, and the Jewish *Sûs*, or *Pharash*, are precisely similar in signification and movement on the board to the European *Chivalier* or *Knight*.† As this piece has undergone no variation, it is needless to dwell longer on it.

---

* In Aben Ezra's excellent little Poem on Chess, the moves of the *Alfyn* are thus explained:—

"Deinde Elephas ad bellum prodit et accedit,
Ad latus collocatur ipse tanquam insidiator,
Sicut τοῦ Pherz est incessus ejus; nisi quod sit
Huic præcellentiæ, eo quod ille sit *tantum* trifarius."

MS. Sloan. 4029, says,—"Secundus Alphinus, qui currit tres punctos; qui sursum et deorsum capiat," &c. The Morality before mentioned, states that "Isti Alphini obliquè transeunt et capiant, *tria puncta pertranseundo*," &c. And the poem in the Bodl. Library, (quoted by Dr. Hyde,) has a very particular allusion to the powers of this piece. "Cædit Calvus per transversum tertiam ad tabulam,
Sedet semper in occulto quasi fur ut rapiat,
Sæpe namque suo furto separat victoriam."

† *MS. Bibl. Regiæ*, 12 E. xxi.:—

"Miles ab obliquo puncto mediante relicto
Prosilit, et fortem prosternit fortior hostem."

"Miles vero in capiendo duo puncta transit directa, et tertium obliquat, in signum quòd milites et domini terram poterunt justè capere redditus debitos et justas emendas à delinquentibus secundum exigenciam, sed tertium punctum obliquat cùm talliagia et injustas exacciones extorquent a subditis suis."—*Moralitas Innocentii Papæ.*

Errata.

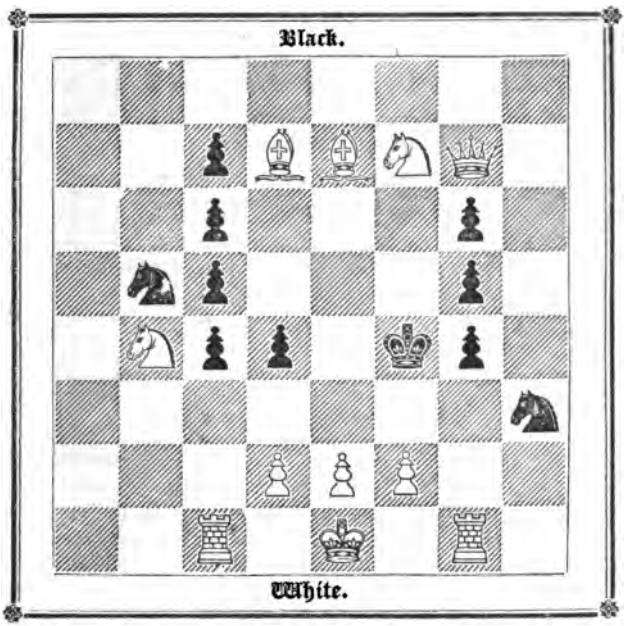
At page 417, Vol. II., Game CCCX., *for* "White abandoned the Game," *read*, "*Black* abandoned the Game."

At page 44, Vol. III., Solution of Problem No. 104, *for* "1. Q. Kt. to Q. Kt.'s third (check)," *read*, "1. Q. Kt. to Q. *B.'s* third (check)."

PROBLEM, No. 109.

This skilful and extremely curious Stratagem is the invention of M. BREDE, a Member of the Hamburgh Chess Club, to whom we are indebted for several interesting communications.

White, having to play, undertakes to compel Black to capture all his pieces and Pawns, except a Knight, which he engages to checkmate the Black King with at the seventeenth move.



GAME CCCXLVII.

Played at Goode's Chess Rooms, between Messrs. C——E and ST——N.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to K. B. third	3. Q. P. one
4. Q. B. P. one	4. K. B. to Q. Kt. third
5. Q. P. two	5. P. takes P.
6. K. Kt. takes P.	6. B. takes Kt.
7. P. takes B.	7. K. Kt. to K. B. third
8. Q. Kt. to B. third	8. Castles
9. Castles	9. Q. B. P. one
10. K. B. to Q. third	10. Q. B. to K. Kt. fifth

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
11. Q. to Q. B. second	11. K. R. P. one
12. K. B. P. two	12. Q. to Q. Kt. third
13. Q. B. to K. third	13. Q. B. to his square (*a*)
14. K. R. P. one	14. Q. Kt. to R. third
15. Q. R. P. one	15. K. R. to K. square
16. Q. to K. B. second	16. Q. Kt. to Q. B. second
17. Q. Kt. P. two	17. Q. Kt. to his fourth
18. Q. P. one	18. Q. to her square
19. Kt. takes Q. Kt.	19. Q. B. P. takes Kt.
20. Q. to K. B. third	20. K. Kt. takes K. P. (*b*)
21. B. takes Kt.	21. Q. to K. second
22. Q. B. to K. B. second	22. Q. takes K. B.
23. Q. R. to K. square	

AND WHITE RESIGNED.

Notes to Game CCCXLVII.

(*a*) Feebly played.

(*b*) He should have played his Queen to King's second, before taking the Pawn.

GAME CCCXLVIII.

Between the same Opponents.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. Q. P. one (*a*)
4. K. B. P. two	4. K. B. takes Kt.
5. K. R. takes B.	5. Q. Kt. to Q. B. third
6. Q. P. one	6. Q. B. to K. third
7. K. B. to Q. Kt. fifth	7. Q. B. to Q. second
8. B. takes Kt.	8. B. takes B.
9. K. B. P. one	9. Q. to K. second
10. Q. B. to K. third	10. Q. P. one (*b*)
11. P. takes P.	11. B. takes P.
12. Kt. to Q. B. third	12. B. to Q. B. third (*c*)
13. Castles	13. Q. R. P. one
14. Q. to K. Kt. fourth	14. K. B. P. one
15. Q. P. one	15. Castles
16. Q. P. takes P.	16. Kt. to R. third
17. Q. B. takes Kt.	17. K. Kt. P. takes B.
18. R. takes R. (check)	18. R. takes R.
19. K. P. one	19. K. to Q. Kt. square
20. Q. to K. B. fourth	20. R. to K. Kt. square

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
21. K. Kt. P. two	21. P. to K. R. fourth
22. K. R. P. one	22. Q. to her B. fourth
23. R. to Q. square	23. P. takes P.
24. P. takes P.	

AND, AFTER A FEW MORE MOVES, BLACK RESIGNED. (*d*)

Notes to Game CCCXLVIII.

(*a*) Queen to King's second would have been a better move.

(*b*) Badly played: he should have Castled, or brought out his King's Knight.

(*c*) By retiring the Bishop, Black lost time; he might have Castled safely.

(*d*) This game is very carelessly played throughout by the second player.

GAME CCCXLIX.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. B. P. two
2. K. B. to Q. B. fourth	2. K. P. two
3. K. B. P. two	3. Q. Kt. to B. third
4. K. Kt. to K. B. third	4. K. P. takes P.
5. Castles	5. K. Kt. P. two
6. Q. P. two	6. Q. B. P. takes P.
7. Q. B. P. one	7. K. B. to Q. B. fourth
8. Q. B. P. takes P.	8. Q. Kt. takes P.
9. K. Kt. takes Kt.	9. Q. to her Kt. third
10. K. to R. square	10. B. takes Kt.
11. Q. Kt. to Q. B. third	11. K. B. takes Q. Kt.
12. Q. Kt. P. takes B.	12. Kt. to K. second
13. Q. B. to Q. R. third	13. Q. to K. B. third
14. K. P. one	14. Q. to K. Kt. third
15. K. P. one	15. K. B. P. takes P.
16. Q. to her sixth	16. Kt. to K. B. fourth
17. Q. to her B. seventh	17. Kt. to K. sixth
18. Q. to her B. fifth	18. Q. to K. Kt. second
19. K. B. to Q. Kt. fifth	19. Q. R. P. one
20. Q. R. to K. square	20. P. takes B.

AND WHITE LOST THE GAME.

The following Variation of this Game, beginning at White's thirteenth move, was subsequently played.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
13. K. Kt. P. one	13. Q. P. two
14. K. B. takes Q. P.	14. Q. B. to K. R. sixth
15. Q. to K. R. fifth	15. Q. B. takes R.
16. Q. takes K. B. P. (check)	16. K. to Q. square
17. Q. B. to Q. R. third	17. K. R. to K. square
18. Q. R. to Q. square	18. B. to K. seventh
19. B. to Q. B. sixth, (double ch.)	19. B. takes R.

WHITE GAVE MATE IN THREE MOVES.

GAME CCCL.

Played between Mr. ST——N and one of the best Players in the Bristol Chess Club; the former giving "the Pawn and two Moves."

(*Remove Black's K. B.'s P. from the board.*)

White. (Mr. —.)	*Black.* (Mr. ST—N.)
1. K. P. and Q. P. two	1. Q. Kt. to B. third
2. Q. B. to K. Kt. fifth	2. Q. P. one
3. K. B. to Q. B. fourth	3. K. Kt. to B. third
4. Q. Kt. to B. third	4. K. P. one
5. K. B. P. two	5. K. B. to K. second
6. K. Kt. to B. third	6. Castles
7. Castles	7. Q. P. one
8. B. takes Kt.	8. R. takes B.
9. K. P. takes P.	9. Kt. to R. fourth
10. Q. to K. second	10. Kt. takes B.
11. Q. takes Kt.	11. R. takes K. B. P.
12. P. takes P.	12. Q. B. P. one
13. Q. R. to K. square	13. Q. to Q. third
14. Q. Kt. to K. fourth	14. Q. to her square
15. Q. Kt. to K. Kt. fifth	15. K. R. P. one
16. Q. Kt. to R. third	16. R. to B. third
17. Q. R. to K. fifth	17. K. to R. square
18. Q. to K. second	18. Q. Kt. P. two
19. Q. to K. fourth	19. Q. to K. square
20. K. R. to K. square	20. Q. B. to Q. Kt. second
21. Q. to K. Kt. fourth	21. Q. R. to Q. square
22. Q. Kt. to K. B. fourth	22. Q. B. P. one
23. Q. P. one	23. Q. B. P. one
24. Q. R. to K. B. fifth	24. K. Kt. P. two
25. R. takes R.	25. B. takes R.
26. Kt. to R. fifth	26. Q. to K. B. square

White. (Mr. —.)	*Black.* (Mr. St—n.)
27. Kt. takes B.	27. Q. takes Kt.
28. K. P. one	28. R. to K. square
29. Q. to Q. seventh	

BLACK ABANDONED THE GAME.

GAME CCCLI.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.
(Game 45th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to Kt. second
5. Q. P. two	5. Q. P. one
6. Q. B. P. one (*a*)	6. K. R. P. one (*b*)
7. Q. Kt. to R. third	7. Q. Kt. to Q. B. third
8. Q. B. to Q. second	8. Q. to K. second
9. Castles	9. Q. B. to Q. second
10. Q. Kt. P. two	10. Castles
11. K. B. to Q. third	11. K. Kt. P. one
12. K. Kt. to K. square	12. P. to K. B. sixth
13. Kt. P. takes P.	13. K. Kt. to B. third (*c*)
14. Q. Kt. P. one	14. Q. Kt. to his square
15. Q. Kt. to B. second	15. Q. R. to K. Kt. square
16. K. to R. square	16. K. R. P. one
17. Q. Kt. to K. third	17. P. takes P.
18. Q. takes P.	18. Q. B. to K. Kt. fifth
19. Q. to K. B. fourth	19. Q. Kt. to Q. second
20. Q. Kt. to K. B. fifth	20. Q. to K. third
21. K. Kt. to K. B. third	21. B. takes Kt. (check)
22. Q. takes B.	22. K. Kt. to his fifth
23. Q. R. P. two	23. K. B. to K. R. third
24. B. takes B.	24. Kt. takes B.
25. Q. R. P. one	25. Kt. takes Kt.
26. P. takes Kt.	26. Q. to her Kt. sixth
27. Q. R. P. one (*d*)	27. Q. P. one
28. Q. B. P. one	28. Kt. to K. B. third
29. Q. R. P. takes P. (check)	29. K. to Kt. square
30. Q. B. P. one	30. Kt. to K. Kt. fifth
31. Q. Kt. P. one	31. Q. R. P. takes P.
32. Q. B. P. one	

AND WHITE RESIGNED THE GAME.

Notes to Game CCCLI.

(*a*) The game is well and carefully opened on both sides. Black advances his Queen's Bishop's Pawn, for the purpose of playing his Queen to her Knight's third, and then carrying on the attack as in Game No. 42 of the match.

(*b*) This is much better than bringing out the Queen's Knight, which would have enabled Black to play his Queen to Queen's Knight's third with great advantage.

(*c*) The following mode of play would have given White a fine attacking game:—

White.	*Black.*
Q. Kt. takes Q. Kt. P.	P. takes Kt.
K. B. takes Q. P. (check)	K. to R.'s square
B. takes R., &c.	

(*d*) Mr. M'Donnell exhibits great skill and prudence in the conduct of these Pawns, and terminates the game in masterly style.

PROBLEMS FOR YOUNG PLAYERS.

No. 99.

By Z. Z.

White.	*Black.*
K. at his Kt.'s seventh	K. at Q.'s second
Q. at K. R.'s square	Pawns at K.'s third, and at K. B.'s fourth
R. at K. R.'s eighth	
Pawns at K. B.'s fourth, and Q.'s fourth	

White to play, and mate with a Pawn in three moves.

No. 100.

By C. R. L—E.

White.	*Black.*
K. at Q.'s fourth	K. at his third
Q. at her Kt.'s square	Q. at K. Kt.'s sixth
R. at K. B.'s seventh	R. at Q.'s square
B. at K. R.'s fifth	B. at Q.'s third
Kt. at K. R.'s seventh	Kt. at K.'s sixth
Pawn at K. Kt.'s second	Pawns at K. Kt.'s second, and at Q. Kt.'s fourth

White to play, and mate in four moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
Published in our last Week's "CHRONICLE."

No. 97.*

White.	*Black.*
1. Q. to Q. B.'s seventh (check)	1. K. to R.'s square
2. Kt. to Q. B.'s sixth	2. Q. to Q. R.'s fifth, or (A)
3. Kt. to Q.'s eighth	3. Q. to Q. R.'s third, or to K.'s second, or (B)
4. Q. to Q. B.'s eighth (check)	4. Q. takes Q.
5. R. takes Q., MATE.	

(A)

	2. Q. to her second
3. Kt. takes Q.	3. R. to K.'s square
4. Kt. to Q. B.'s sixth	4. R. to K.'s second
5. Q. to B.'s eighth, MATE.	

(B)

	3. R. takes Kt.
4. Q. takes R. (check)	4. K. to Kt. second
5. Q. to Q. B.'s eighth, MATE.	

No. 98.

White.	*Black.*
1. K. B. P. two (check)	1. B. takes P.
2. R. to K.'s second (check)	2. B. to K.'s sixth (best)
3. R. takes B. (check)	3. P. takes R. (best)
4. Q. to her R.'s square (check)	4. R. to Q.'s fifth (check)
5. Q. takes R. (check)	5. K. takes Q.
6. B. to K. B.'s sixth, MATE.	

SCIENTIFIC STRATAGEMS
SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 141.

White.	*Black.*
K. at his Kt.'s fourth	K. at his Kt.'s eighth
Q. at her second	Pawn at K. B.'s seventh

White, playing first, to win.

---

* The conditions of this Problem were incorrectly stated last week; mate is to be effected in *five moves*.

No. 142.

White.	*Black.*
K. at his B.'s sixth	K. at his square
R. at Q. R.'s square	R. at K. R.'s eighth
Pawns at K. B.'s fourth, and K. Kt.'s sixth	Pawns at K. Kt.'s seventh, and K. B.'s fourth

White to play, and win.

No. 143.

White.	*Black.*
K. at his Kt.'s eighth	K. at Q. B.'s square
B. at K. B.'s fourth	R. at K. R.'s fifth
Pawns at K. Kt.'s seventh, and Q. B.'s sixth	

White to play, and win.

No. 144.

White.	*Black.*
K. at Q.'s fifth	K. at Q.'s second
R. at Q. B.'s sixth	R. at Q. R.'s square
Pawn at K. Kt.'s seventh	Pawns at K. R.'s fifth, and K. Kt.'s sixth

White to play, and win.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 107.

White to win.

White.	*Black.*
1. Q. to her R.'s fifth (check)	1. Kt. takes Q.
2. R. to Q. B.'s eighth (check)	2. K. to Q. Kt.'s third
3. B. to Q.'s fourth (check)	3. K. to Q. R.'s third
4. R. to Q. R.'s eighth (check)	4. Q. interposes
5. R. takes Q. (check), MATE.	

Black to win.

Black.	*White.*
1. R. to Q. B.'s eighth (check)	1. K. to Q. Kt.'s second (best)
2. Q. to Q. B.'s seventh (check)	2. K. to Q. R.'s third
3. Q. Kt. P. one	3. K. to Q. R.'s fourth
4. Q. takes Q. (check)	4. K. to Q. Kt.'s fifth
5. Q. to Q. R.'s fifth (ch.), MATE.	

No. 108.

White.	*Black.*
1. Q. Kt. to Q. B.'s square	1. K. to his B.'s square, or (A)
2. Kt. to Q. Kt.'s third	2. K. to his square, or (B)
3. R. to Q. R.'s eighth (check)	3. K. to his second
4. Kt. to Q.'s fourth	4. P. takes Kt.
5. Q. to K. R.'s fourth	5. P. one
6. K. P. one	6. P. one
7. Kt. to K. Kt.'s eighth (check)	7. K. to K. B.'s second
8. K. P. one (check), MATE.	

(A)

	1. K. to his second
2. Kt. to Q. Kt.'s third	2. K. to his own, or to B.'s square
3. R. to Q. R.'s eighth (check), &c. as before.	

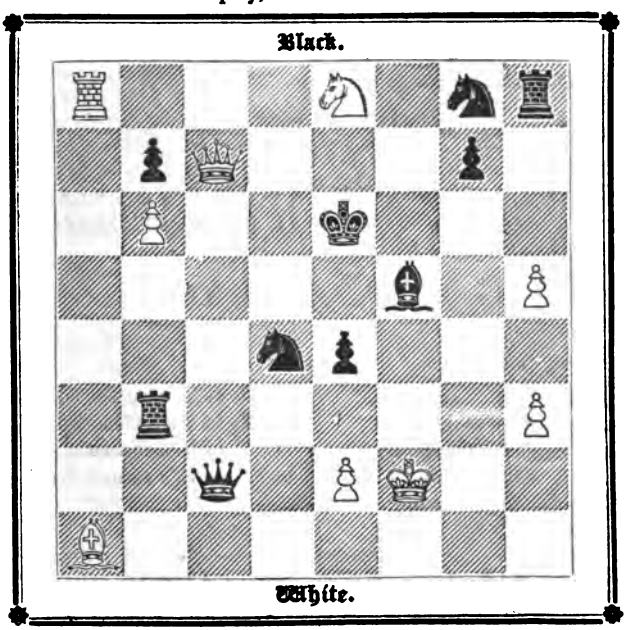
(B)

	2. K. to his second
3. Q. to K. R.'s fourth	3. K. to his own, or to B.'s sq.
4. R. to Q. R.'s eighth (check)	4. K. to his second
5. Kt. to Q.'s fourth	5. P. takes Kt.
6. K. P. one, &c. as before.	

PROBLEM, No. 110.

By Mr. E. W——s, of the Bristol Chess Club.

White to play, and mate in five moves.



ANALYSIS

OF THE CELEBRATED PROBLEM,

A KING, ROOK AND BISHOP, AGAINST A KING AND ROOK.

(*Continued from page 47 of the present Volume.*)

(E 2)*

White.	*Black.*
	9. R. to Q. Kt.'s fifth
10. R. to Q.'s seventh	10. R. to Q. R.'s fifth (*a*)
11. B. to K.'s fifth	11. R. to Q. R.'s seventh (best)
12. K. to his sixth	12. R. to Q. R.'s third (check)
	If, instead of checking with the Rook, he move his King, White immediately resolves the position into a variation of Philidor's.
13. B. to Q.'s sixth (check)	13. K. to his Kt.'s square
14. K. to B.'s sixth	14. R. to Q. R.'s fifth, Q. R.'s seventh, or Q. R.'s eighth, see Variation (G).

(E 3)

White.	*Black.*
	9. R. to Q. Kt.'s sixth
10. K. to his sixth	10. R. to K. Kt.'s sixth
11. R. to Q. Kt.'s seventh, and mates or gains the Rook in four moves.	

(E 4)

White.	*Black.*
	9. R. to Q. Kt.'s eighth
10. K. to his sixth	10. R. to K.'s eighth (check)
11. B. to K.'s fifth	11. R. to K. Kt.'s eighth
12. R. to Q. Kt.'s seventh, gaining the Rook or mating in four moves.	

(E 5)

White.	*Black.*
	9. R. to K.'s square (*b*)
10. K. to his B.'s sixth	10. K. to his Kt.'s square
11. R. to K. Kt.'s seventh (check)	11. K. to R.'s square
12. R. to K. Kt.'s fourth	12. K. to R.'s second (best)
13. K. to K. B.'s seventh, and wins.	

* *See Black's 9th move, Variation* (E,) *page 46, Vol. III.*

(E 6)

White.	*Black.*
	11. R. to K. B.'s square (check) (*c*)
12. K. to Kt.'s sixth, and wins.	

(E 7)

White.	*Black.*
	11. R. to K.'s fifth
12. B. to K.'s fifth	12. R. to Q. R.'s fifth (best)
13. R. to K. Kt.'s square (check)	13. K. to R.'s second (best)
14. K. to his B.'s fifth	14. R. to Q. R.'s seventh (best)
15. R. to K. Kt.'s seventh (check)	15. K. to his R.'s third
16. R. to Q. Kt.'s seventh, and gains the Rook or mates in three moves.	

(E 8)

White.	*Black.*
	11. R. to K.'s seventh
12. B. to K.'s fifth	12. R. to K. Kt.'s seventh
13. K. to his sixth	13. K. to B.'s square
14. R. to Q. Kt.'s square, gaining the Rook or mating in four moves.	

(E 9)

White.	*Black.*
	12. R. to Q.'s second
13. R. to Q. R.'s square	13. R. to K. B.'s second (ch.) (*d*)
14. K. to his sixth	14. R. to Q. Kt.'s second (*e*)
15. R. to Q. R.'s eighth (check)	15. K. to R.'s second
16. K. to B.'s fifth, and mates or gains the Rook in five moves.	

(E 10)

White.	*Black.*
	12. R. to Q.'s fourth, sixth, or seventh square
13. K. to his sixth, winning easily.	

(E 11)

White.	*Black.*
	12. R. to K. B.'s square (ch.) (*f*)
13. K. to his Kt.'s sixth, and wins.	

(F)*

White.	*Black.*
	6. R. to K. Kt.'s sixth
7. B. to K.'s fifth	7. R. to Q. R.'s sixth, or (F 1)
8. R. to K. Kt.'s seventh (check)	8. K. to B.'s square
9. R. to Q.'s seventh	9. K. to his Kt.'s square
10. K. to K. Kt.'s sixth, winning easily, as in previous variations.	

(F 1)

White.	*Black.*
	7. R. to Q. Kt.'s sixth
8. R. to K. Kt.'s seventh (check)	8. K. to his B.'s square
9. R. to Q.'s seventh	9. K. to his Kt.'s square, or (F 2)
10. K. to his Kt.'s sixth	10. K. to B.'s square
11. K. to his B.'s sixth	11. K. to his Kt.'s square
12. R. to Q.'s eighth (check)	12. K. to R.'s second
13. K. to Kt.'s fifth, and wins.	

(F 2)

White.	*Black.*
	9. R. to Q. Kt.'s eighth
10. K. to his B.'s sixth	10. K. to Kt.'s square
11. B. to Q.'s fourth	11. R. to Q. Kt.'s sixth; any other move resolves the position into a former Variation.
12. R. to K. Kt.'s seventh (check)	12. K. to R.'s square
13. R. to Q. R.'s seventh, and see Variation (C).	

(G)*

White.	*Black.*
	6. R. to K. Kt.'s seventh
7. B. to K.'s fifth	7. R. to Q. R.'s seventh
8. R. to K. Kt.'s seventh (check)	8. K. to B.'s square
9. R. to Q.'s seventh	9. K. to his Kt.'s square, or (G 1)
10. K. to his B.'s sixth	10. R. to Q. R.'s third (check), or (G 2)
11. B. to Q.'s sixth	11. R. to Q. R.'s seventh, or (G 3), or (G 4)
12. R. to K. Kt.'s seventh (check)	12. K. to R.'s square
13. R. to K. Kt.'s fourth	13. K. to R.'s second, or (G 5)
14. B. to K.'s fifth	14. R. to K. B.'s seventh (ch.) (*g*)
15. B. to K. B.'s fourth	15. R. to Q. R.'s seventh, or (G 6)
16. B. to K.'s third	16. R. to Q. B.'s seventh, or (G 7)

* *See Black's 6th move, Solution No. 2, Vol. III. page* 13.

White.	*Black.*
17. B. to Q.'s fourth	17. R. to Q. B.'s eighth, or (G 8)
18. R. to K. R.'s fourth (check)	18. K. to Kt.'s square
19. B. to K.'s fifth	19. R. to Q. Kt.'s eighth (*h*)
20. R. to K. Kt.'s fourth (check)	20. K. to R.'s second
21. R. to K. Kt.'s seventh (check)	21. K. to R.'s square
22. R. to Q.'s seventh	22. R. to Q. Kt.'s third (check), or (G 9)
23. B. to Q.'s sixth	23. R. to Q. Kt.'s eighth, or (G 10)
24. B. to Q. B.'s fifth	24. R. to Q. Kt.'s sixth (*i*)
25. B. to Q.'s fourth	25. K. to Kt.'s square (best)
26. R. to K. Kt.'s seventh (check)	26. K. to R.'s square
27. R. to Q. R.'s seventh	27. K. to Kt.'s square
28. K. to his sixth	28. R. to Q. Kt.'s square
29. R. to K. Kt.'s seventh (check)	29. K. to B.'s square
30. R. to K. R.'s seventh	30. R. to K.'s square (check)
31. K. to B.'s sixth	31. K. to Kt.'s square
32. R. to K. Kt.'s seventh (check)	32. K. to R.'s square
33. R. to K. Kt.'s fourth	33. K. to R.'s second
34. R. to K. R.'s fourth (check)	34. K. to Kt.'s square
35. K. to his Kt.'s sixth	35. R. to K.'s third (check)
36. B. to K. B.'s sixth	36. R. takes B.
37. K. takes R.	37. K. to B.'s square
38. R. to K. R.'s eighth, CHECKMATE.	

Notes to Variations (F) *and* (G).

(*a*) This is Black's best move; any other would lead immediately to one of the previous variations.

(*b*) If he play the Rook to any other square on the Royal line, White obviously wins it.

(*c*) Should he move the Rook to either of the other open squares on the Royal line, White must still play as above.

(*d*) If he play his King to Rook's second, White should move his Rook to King's Knight's square; Black has then only two available squares to which he can play the Rook without immediate loss, *viz.*, Queen's Knight's second, and Queen's Rook's second; upon his playing to either of these, White must move his King to Bishop's fifth, winning as in preceding variations.

(*e*) It is obvious, if he play his Rook to any open square on the King's Bishop's file, that White, by playing the Rook to King's Rook's square, would win without difficulty.

(*f*) Were Black to move his Rook to any other square on the Royal line, White wins by playing the King as above.

(*g*) Any other move leads to immediate loss, or to one of the former variations.

(*h*) The only move to prevent the instant loss of the game.

(*i*) Playing otherwise, would lead to a prior variation.

ANALYSES OF ENDS OF GAMES,
In which one Party has a KING and QUEEN, and the other a KING and TWO MINOR PIECES.

The subjoined communication, on the subject of a QUEEN *against* TWO MINOR PIECES, *is from our esteemed contributor Von Heydebrant, ud Laza, and can hardly fail to awaken the liveliest interest among the Readers of* "THE CHESS PLAYER'S CHRONICLE."

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

SIR,—It is a well known fact that a KING and QUEEN do not (*always?*) win against a KING and Two BISHOPS, and I will not repeat what Lolli (pp. 431, 436), Lewis, in his "ELEMENTS" (pp. 42, 47), Mouret (p. 35), have laid down.—I assert only, that notwithstanding Cozio's decision (p. 381), "*Averta il Giuocatore, che la Regina, e il Re vincerà il Giuoco contro li due Alfieri, e Re, se saprà ben giuocare, abbenchè alcuni tenghino il contrario,*" I am of opinion, that the two Bishops, united with their King in the middle of the board, will be able to draw the game against a Queen, and to do so have only to regulate their motions according to the system shown by Lolli, p. 431.

In Lolli (p. 427), Ponziani (ed. 1782, p. 163), Algaier (1823, p. 176), Le Palamède (1837, pp. 335, 342), Lewis (1822, p. 38), The Chess Player's Chronicle (Vol. II. p. 202), and in all other Treatises on Chess, with the single exception of Mendheim's (1832, p. 20), it is stated that two Knights, in the middle of the board, invariably lose against a Queen. Yet I believe that it is even more easy to draw the game against the Queen with TWO KNIGHTS than with TWO BISHOPS, and that the whole secret consists in placing the Knights before their King in the same position we place the Bishops, that is to say, side by side, *so that they may never defend each other.* The late Mr. Mendheim, the only writer who has remarked that the Knights are much stronger when they do not defend one another, says occasionally in his "Aufgaben für Schachspieler Berlin, 1832, S. 20:" Meiner Meinung nach aber sind die beiden Springer, wenn sie sich nicht decken, sondern nebenoder über einander bei ihrem Könige stehen, weniger der Näherung des feindlichen Königs ausgesetzt .... and he gives a position, in which he states the game can never be won.

White.	*Black.*
K. at his own square	K. at his third
Q. at K. R.'s eighth	Kt. at Q.'s third
	Kt. at K.'s fourth

He then proceeds (p. 21), to extend his assertion still farther, for he observes: "From the above example it may be learnt how a KNIGHT and BISHOP must be managed to draw the game against a Queen."

In the well known position examined by Lolli, (see his valuable Treatise, p. 427,) and pronounced by subsequent writers, one in which the Queen must win, I think the game ought to be *drawn*.

POSITION.

White.	*Black.*
K. at his R.'s second	K. at Q.'s fifth
Q. at her R.'s eighth	Kt. at K.'s fourth
	Kt. at Q. B.'s fifth

White.	*Black.*
1. K. to his Kt.'s third	1. K. to Q.'s sixth *It would be equally good to play K. Kt. to Q.'s sixth*
2. Q. to Q.'s fifth (check)	2. K. to Q. B.'s sixth
3. K. to B.'s fourth	3. K. Kt. to Q.'s sixth (check)
4. K. to B.'s third	

Lolli now makes Black play *King's Knight to King's fourth, checking*, a move which speedily loses him the game. Suppose him, however, to play:—

White.	*Black.*
	4. K. Kt. to Q. Kt.'s fifth
5. Q. to her square	5. Q. Kt. to Q.'s seventh (check)
6. K. to his second	6. Q. Kt. to his sixth
7. Q. to K.'s square (check)	7. K. to Q. B.'s fifth
8. Q. to K. R.'s fourth (check)	8. K. to B.'s sixth
9. Q. to K. B.'s sixth (check)	9. Q. Kt. to Q.'s fifth (check)
10. K. to his B.'s second	10. K. Kt. to Q.'s fourth

And I cannot discover how White will win the game.

The following position is certainly very favourable for the Queen and King, and yet it is, if not quite impossible, at least extremely difficult, to bring the King into action and win the game.

POSITION.

White.	*Black.*
K. at his Kt.'s third	K. at his B.'s square
Q. at her B.'s fourth	Kt. at K. Kt.'s third
	Kt. at K. B.'s third

White.	*Black.*
1. Q. to K.'s sixth	1. K. to Kt.'s second
2. K. to his B.'s third	2. Q. Kt. to K. R.'s second; this appears to be a better move than K. Kt. to R.'s fifth, checking

White.	*Black.*
3. K. to Kt.'s fourth	3. Q. Kt. to K. B.'s square
4. Q. to her sixth	4. K. to B.'s second
5. Q. to her fifth (check)	5. K. to Kt.'s second
6. K. to Kt.'s fifth (a bad move)	6. Q. Kt. to K. R.'s second (ch.)

The next situation is even still more favourable for the Queen and King, and perhaps the Knights ought here to lose the game, but I have not been able to force mate in all cases.

POSITION.

White.	*Black.*
K. at Q. Kt.'s sixth	K. at Q. Kt.'s square
Q. at her R.'s fourth	Kt. at Q. Kt.'s second
	Kt. at Q. R.'s second

The best mode of defence is the following:—

White.	*Black.*
	1. Q. Kt. to Q. B.'s square (ch.)
2. K. to Q. B.'s sixth	2. Q. Kt. to K.'s second (check)
3. K. to Kt.'s fifth	3. K. Kt. to Q.'s sixth (check)

And I know not how White can win.

The following Variations, I believe, will demonstrate that the above defence is the only one which can be successfully adopted in this difficult position.

White.	*Black.*
	1. Q. Kt. to Q. B.'s square (ch.)
2. K. to Q. B.'s sixth	2. Q. Kt. to Q. R.'s second (ch.), or (A)
3. K. to Q.'s fifth	3. Q. Kt. to Q. B.'s square, or (B)
4. Q. to K. B.'s fourth (check)	4. Q. Kt. to Q.'s third, or (C) (D) (E)
5. K. to Q. B.'s sixth	5. K. to Q. R.'s square
6. Q. to her R.'s fourth (check)	6. K. to Q. Kt.'s square
7. Q. to her R.'s sixth, and wins.	

(A)

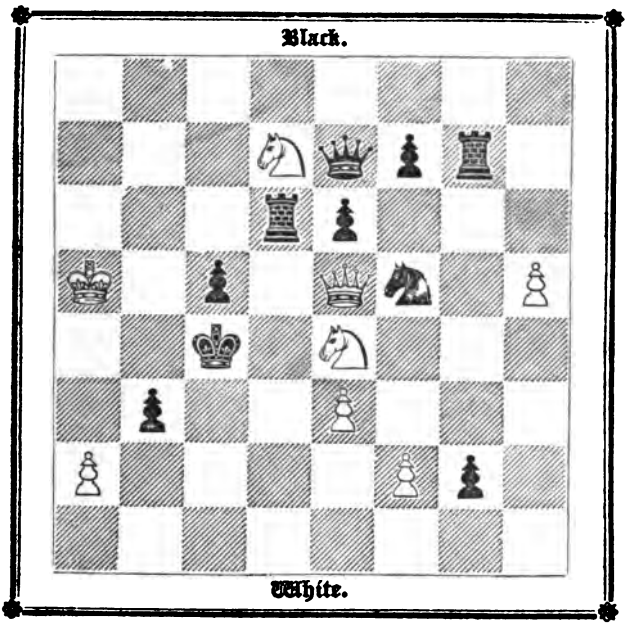
White.	*Black.*
	2. Q. Kt. to K.'s second (check)
3. K. to Q. Kt.'s fifth	3. K. Kt. to Q.'s square
4. Q. to K. R.'s fourth	4. Q. Kt. to Q. B.'s sixth, or (A 1)
5. K. to Kt.'s sixth	5. K. to Q. B.'s square
6. Q. to K. R.'s seventh	6. K. to Kt.'s square
7. Q. to her B.'s seventh (check)	7. K. to R.'s square
8. Q. to her sixth	8. Q. Kt. to his own square
9. Q. to her R.'s third (check), and wins.	

(To be continued.)

PROBLEM, No. 111.

By the Rev. H. BOLTON.

White, playing first, to give mate in nine moves.



GAME CCCLII.

Between Mr. C. F. and another Amateur of Ireland; Mr. C. F. giving the Queen's Rook.

(*Remove White's Q.'s R. from the board.*)

White. (Mr. C. F.)	*Black.* (Mr. B—s.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. K. Kt. P. two
5. Q. Kt. to B. third	5. K. B. to Kt. second
6. Q. P. two	6. Q. P. one
7. Kt. to Q. fifth	7. K. to Q. square
8. K. Kt. to B. third	8. Q. to K. R. fourth
9. K. R. P. two	9. Q. B. P. one
10. Q. Kt. to B. third	10. K. Kt. P. one
11. K. Kt. to his fifth	11. K. Kt. to R. third
12. Q. B. takes P.	12. Q. P. one

White. (Mr. C. F.)	*Black.* (Mr. B—s.)
13. P. takes P.	13. P. takes P.
14. Q. Kt. takes P.	14. Q. Kt. to Q. second
15. Q. B. to his seventh (check)	15. K. to his square
16. Q. to K. second (check)	16. K. to B. square
17. B. to Q. sixth (check)	17. K. to Kt. square
18. Q. to K. eighth (check)	18. B. to K. B. square
19. B. takes B.	19. Kt. takes B.
20. Kt. to Kt. sixth (check), and wins.	

GAME CCCLIII.

Played by two Amateurs of the Halifax Chess Club.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. B. P. one	3. K. B. to Q. B. fourth
4. Q. P. two	4. K. B. to Q. Kt. third
5. Q. P. one	5. Q. Kt. to K. second
6. K. Kt. takes K. P.	6. Q. R. P. one (*a*)
7. K. B. to Q. B. fourth	7. K. B. to Q. R. second
8. Q. to K. B. third	8. K. B. P. one
9. Q. P. one	9. Q. B. P. takes P.
10. Q. checks	10. K. Kt. P. one
11. K. B. to K. B. seventh (ch.)	11. K. to his B. square
12. Q. B. to K. R. sixth (check)	12. Kt. takes B.
13. Q. takes Kt., MATE.	

Note to Game CCCLIII.

(*a*) This and Black's following move are very objectionable: he appears to lose time purposely, that his opponent may perfect his attack.

GAME CCCLIV.

Between two of the strongest Metropolitan Amateurs.

White. (Mr. —.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. P. two (*a*)	3. B. takes P.
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. B. P. one	5. B. to Q. Kt. third
6. K. Kt. to his fifth	6. K. Kt. to R. third

White. (Mr. —.)	*Black.* (Mr. —.)
7. Castles	7. Castles
8. K. to R. square	8. K. to R. square
9. K. B. P. two	9. K. B. P. one
10. K. Kt. to R. third	10. Q. P. one
11. K. B. P. one	11. K. Kt. to B. second
12. Q. Kt. to R. third	12. Q. Kt. to K. second
13. Q. to K. R. fifth	13. Q. P. one
14. P. takes P.	14. Kt. takes Q. P.
15. Q. Kt. to B. second	15. Q. B. P. one
16. K. R. to B. third	16. K. Kt. to Q. third
17. B. to Q. Kt. third	17. Q. Kt. to K. second
18. K. Kt. P. two	18. Q. B. to Q. second (*b*)
19. K. Kt. to his fifth (*c*)	19. K. R. P. one (*d*)
20. K. Kt. to K. fourth	20. B. to K. square
21. Q. to K. R. fourth	21. Kt. takes K. Kt.
22. Q. B. takes K. R. P., and wins.	

Notes to Game CCCLIV.

(*a*) The first player, in the after attack, obtains almost an equivalent for the Pawn here sacrificed.

(*b*) He should have taken the King's Bishop's Pawn with his King's Knight, threatening to check with the Queen at her eighth square.

(*c*) A good move.

(*d*) Black would have been mated in two moves if he had taken this Knight.

GAME CCCLV.

Between the same Players.

White. (Mr. —.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. Q. P. one
7. Q. R. P. one	7. B. to Q. R. fourth
8. Q. Kt. P. two	8. B. to Q. Kt. third
9. Q. Kt. takes P.	9. Q. B. to K. Kt. fifth
10. Q. to her fifth	10. Q. B. to K. third
11. Q. to her third	11. B. takes B.
12. Q. takes B.	12. K. Kt. to K. second
13. Q. Kt. to Q. fifth	13. Kt. takes Kt.
14. P. takes Kt.	14. Q. Kt. to K. second

White. (Mr. —.)	*Black.* (Mr. —.)
15. B. to Q. Kt. second	15. Castles
16. Q. R. to K. square	16. Kt. to K. Kt. third
17. Q. to her B. third	17. K. B. P. one
18. Kt. to his fifth	18. Q. to her second
19. Kt. to K. sixth	19. R. to K. B. second
20. K. to R. square	20. Q. R. to K. square
21. K. B. P. two	21. Q. B. P. one
22. P. takes P.	22. P. takes P.
23. K. B. P. one	23. Kt. to K. fourth
24. Q. to K. Kt. third	24. K. R. P. one
25. Q. R. to Q. square	25. R. takes Kt.
26. P. takes R.	26. Q. takes P.
27. B. to Q. B. third	27. K. to R. second
28. Q. R. P. one	28. Q. B. P. one
29. Q. R. P. one	29. B. to Q. B. second
30. B. takes Kt.	30. Q. P. takes B.
31. P. takes Q. B. P.	31. K. P. one
32. Q. to her B. third	32. K. B. P. one
33. Q. R. to K. square	33. R. to K. B. third
34. Q. to her Kt. fourth	34. R. to K. Kt. third
35. K. R. to B. third	35. P. takes R.
36. R. takes Q.	36. P. takes P. (check)

AND WHITE RESIGNED.

GAME CCCLVI.

Between Mr. C. F., of Carlow, and another Amateur of Ireland; the former giving the Queen's Rook and the first move.

(*Remove White's Q.'s R. from the board.*)

Black. (Mr. B—.)	*White.* (Mr. C. F.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. B. checks
5. Q. B. P. one	5. P. takes P.
6. P. takes P.	6. B. to Q. R. fourth
7. Castles	7. K. Kt. to K. second
8. Kt. to K. Kt fifth	8. Q. Kt. to K. fourth
9. B. to Q. Kt.'s third (*a*)	9. K. R. P. one
10. Q. B. to K. B. fourth	10. P. takes Kt.
11. B. takes Kt.	11. K. B. P. one
12. B. to Q. fourth	12. K. Kt. to his third
13. Q. to K. B. third	13. Q. B. P. two

Black. (Mr. B—.)	*White.* (Mr. C. F.)
14. B. takes Q. B. P.	14. Q. to her B. second
15. K. Kt. P. one	15. Q. takes B.
16. R. to K. square	16. K. B. to Q. B. second
17. K. to Kt. second	17. Q. Kt. P. one
18. Q. to K. B. fifth	18. Kt. to K. B. fifth (check) (*b*)
19. P. takes Kt.	19. R. takes R. P. (check)
20. K. takes R.	20. Q. takes K. B. P. (check)
21. K. to R. third	21. B. takes P., and wins.

Notes to Game CCCLVI.

(*a*) Black should have taken the King's Bishop's Pawn, checking, and after the exchange of pieces, have checked with his Queen at King's Rook's fifth, and then have taken the Bishop on Queen's Rook's file.

(*b*) Very well played.

GAME CCCLVII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.
(Game 46th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. K. Kt. P. two
5. Q. Kt. to B. third	5. K. B. to K. Kt. second
6. Q. P. two	6. Q. P. one
7. Q. Kt. to Q. fifth	7. K. to Q. square
8. K. B. to K. second (*a*)	8. K. Kt. to B. third
9. Kt. takes Kt.	9. B. takes Kt.
10. K. P. one	10. K. B. to K. second
11. Q. to her third	11. Q. Kt. to B. third
12. Q. B. P. one	12. Q. B. to Q. second
13. K. Kt. P. one	13. Q. to R. third
14. K. P. takes Q. P.	14. K. B. takes P.
15. K. R. P. two	15. K. Kt. P. one
16. K. B. to Q. square	16. Q. to K. B. third
17. K. to his square	17. Q. to K. second (check)
18. K. to his B. second	18. K. R. to K. square (*b*)
19. K. Kt. P. takes P.	19. Q. to K. eighth (check)
20. K. to Kt. second	20. Q. to K. fifth (check)
21. Q. takes Q.	21. R. takes Q.
22. K. B. to Q. B. second	22. R. to K. square
23. K. B. takes R. P.	23. Q. B. to K. third
24. K. to his Kt. third	24. Q. B. to Q. fourth

Black. (Mr. M'D.)	*White.* (M. De la B.)
25. K. R. to his second	25. K. R. to K. eighth
26. Kt. to K. second	26. Q. B. to his fifth (c)
27. Q. P. one	27. Kt. to K. second
28. Kt. to Q. fourth	28. Kt. takes Q. P.
29. K. R. P. one	29. R. to Kt. eighth (check) (d)
30. K. to his B. second	30. R. to K. B. eighth (check)
31. K. to Kt. third	31. Kt. takes K. B. P.
32. K. takes Kt. P.	32. K. to Q. second
33. Q. Kt. P. one	33. Q. B. to K. third (check)
34. Kt. takes B.	34. Kt. takes Kt.
35. R. to K. second	35. Q. R. to K. R. square
36. K. B. to K. fourth	36. Q. R. to K. Kt. square (ch.)
37. K. to R. fourth	37. K. B. to K. second (check)
38. K. to R. third	38. K. B. to Q. third
39. K. R. P. one	39. R. takes Q. B.
40. K. R. P. one	40. R. takes Q. B. P. (check)
41. K. to R. fourth	41. B. to K. second (check)

AND THE ROOK MATES NEXT MOVE.

Notes to Game CCCLVII.

(*a*) A feeble move, which at once gives the attack into the hands of the second player.

(*b*) Instead of so playing, we should have preferred taking Pawn with Pawn, checking.

(*c*) This part of the game is very ingeniously played by M. De la Bourdonnais.

(*d*) He might have gained a piece by taking the Queen's Bishop with the Rook, and then King's Bishop's Pawn with the Bishop (checking).

PROBLEMS FOR YOUNG PLAYERS.

No. 101.

By M. D'Orville.*

White.	*Black.*
K. at his R.'s square	K. at Q.'s fourth
Q. at her B.'s eighth	
Kt. at K. Kt.'s fifth	
Pawns at K.'s fifth, and Q. B.'s third	

White, playing first, mates in three moves.

---

* *From Le Palamède.*

No. 102.

By M. D'ORVILLE.*

White.	*Black.*
K. at Q. R.'s square	K. at his fifth
Q. at K. B.'s second	Q. at K. R.'s third
Kt. at Q.'s seventh	B. at Q. R.'s square
Kt. at Q. R.'s fourth	

White to play, and mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 99.

White.	*Black.*
1. Q. to her Kt.'s seventh (check)	1. K. to Q.'s third
2. K. to B.'s sixth	2. K. P. one
3. K. B. P. takes P. (ch.), MATE.	

No. 100.

White.	*Black.*
1. Q. to her Kt.'s third (check)	1. Kt. to Q. B.'s fifth (best)
2. Kt. to his fifth (check)	2. Q. takes Kt.
3. Q. to K. R.'s third (check)	3. Q. interposes.
4. Q. takes Q. (check), MATE.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 145.

White.	*Black.*
K. at his R.'s seventh	K. at his B.'s square
Kt. at K. B.'s sixth	B. at Q.'s sixth
Pawns at K. Kt.'s fifth and sixth	Kt. at K.'s fourth
	Pawn at Q. B.'s fifth

White to draw the game.

---

* *From Le Palamède.*

No. 146.

White.	*Black.*
K. at his R.'s square	K. at Q. B.'s third
R. at K. Kt.'s second	R. at K. Kt.'s second
R. at Q. B.'s square	B. at Q. B.'s fourth
	Kt. at K. Kt.'s third
	Pawns at K. R.'s third, and Q. Kt.'s third

White to draw the game.

No. 147.

White.	*Black.*
K. at Q. R.'s sixth	K. at Q. B.'s third
Pawns at Q. Kt.'s sixth, and Q. R.'s seventh	R. at K. Kt.'s square

White to draw the game.

No. 148.

White.	*Black.*
K. at his R.'s sixth	K. at his R.'s square
R. at K. B.'s fourth	R. at K. Kt.'s square
Pawns at K. R.'s fifth, K. Kt.'s sixth, and K. B.'s sixth	R. at K. Kt.'s seventh
	Pawns at Q. B.'s sixth, and Q. Kt.'s fourth

White to draw the game.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 109.

White.	*Black.*
1. Q. to K. B.'s sixth (check)	1. K. to his fifth
2. K. B. P. one (check)	2. P. takes P.
3. Q. to K.'s sixth (check)	3. K. to B.'s fifth
4. K. P. one (check)	4. P. takes P.
5. Q. to K. B.'s sixth (check)	5. K. to his fifth
6. Q. P. one (check)	6. P. takes P.
7. Q. R. to Q. B.'s fourth (ch.)	7. Kt. to Q.'s fifth
8. R. takes Kt. (check)	8. P. takes R.
9. Q. to K.'s sixth (check)	9. K. to his B.'s fifth
10. Kt. to Q.'s fifth (check)	10. P. takes Kt.

White.	*Black.*
11. Q. B. to Q.'s sixth (check)	11. P. takes B.
12. Q. to B.'s sixth (check)	12. K. to his fifth
13. R. to K. Kt.'s fourth (check)	13. Kt. interposes
14. R. takes Kt. (check)	14. P. takes R.
15. B. to K. B.'s fifth (check)	15. P. takes B.
16. Q. to K.'s fifth (check)	16. P. takes Q.
17. Kt. MATES.	

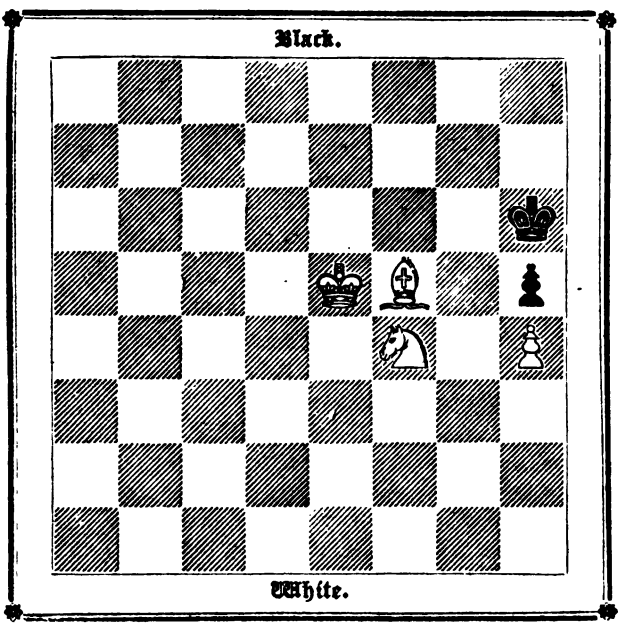
No. 110.

White.	*Black.*
1. Kt. takes K. Kt.'s P. (check)	1. K. to his B.'s third (best)
2. R. to K. B.'s eighth (check)	2. K. to Kt.'s fourth
3. Q. to K. B.'s fourth (check)	3. K. takes Q.
4. R. takes B. (check)	4. Kt. takes R.
5. Kt. to K.'s sixth (ch.), MATE.	

PROBLEM, No. 112.

By an Amateur.*

White to play, and mate in seven moves.



* *From Le Palamède.*

ELEMENTARY LESSONS

ON THE MOST POPULAR METHODS OF COMMENCING THE GAME.

SECTION FIRST.

Lesson Third.

On the King's Bishop's Opening.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K.'s second

This third move of Black's is decidedly better than playing out his King's Knight.

4. K. Kt. to B.'s third	4. Q. P. one

If, instead of playing the Knight to King's Bishop's third, you move it to King's second, your adversary may take the King's Bishop's Pawn with his Bishop, checking; and, if you take the Bishop, check with his Queen at her Bishop's fifth, gaining your Bishop in return. He can obtain no advantage by this mode of play, while your Knight is at the Bishop's third.

5. Q. P. one	5. K. Kt. to B.'s third
6. Castles	6. Q. B. to K.'s third

You would play badly, if, at your sixth move, you carried the Knight to his fifth; as, in that case, Black would Castle, having a good game. In the present position the game is about equal.

Variation on Black's fourth move.

4. K. Kt. to B.'s third	4. K. Kt. to B.'s third
5. Q. to K. second	5. Q. P. one

Should he play the Knight to his fifth, attacking your King's Bishop's Pawn, you can advance your Queen's Pawn two, and establish two formidable centre Pawns.

6. Q. P. one	6. Q. B. P. one

You might have pushed the Queen's Pawn two squares, to occupy the centre of the board, but your adversary could prevent your sustaining the advantage beyond a few moves.

7. K. R. P. one	7. K. R. P. one

The advance of this Pawn early in the game is desirable, as it prevents your adversary playing his Queen's Bishop to King's Knight's fifth, to confine your Knight, a move which will often occasion you great embarrassment.

White.	*Black.*
8. Q. B. to K.'s third	8. B. takes B.
9. Q. takes B.	9. Q. B. to K.'s third
10. B. takes B.	10. Q. takes B.
11. Q. Kt. to Q.'s second	11. Q. Kt. to Q.'s second
12. Castles	12. Castles

White still retains the advantage of the first move, in other respects the game is perfectly equal.

ANALYSES OF ENDS OF GAMES,

In which one Party has a KING and QUEEN, and the other a KING and TWO MINOR PIECES.

(*Continued from page* 80 *of the present Volume.*)

(A 1)

White.	*Black.*
	4. K. Kt. to Q. B.'s sixth
5. Q. to K. Kt.'s third (check)	5. K. to R.'s square, or (A 2) (A 3)
6. K. to Q. Kt.'s sixth, and wins.	

(A 2)

White.	*Black.*
	5. K. to B.'s square
6. Q. to her sixth	6. K. to Kt.'s second
7. Q. to her seventh (check)	7. K. to Kt.'s square
8. K. to Kt.'s sixth, and wins.	

(A 3)

White.	*Black.*
	5. K. to Kt.'s second
6. Q. to her sixth	6. K. to R.'s second, or (A 4)
7. Q. to her B.'s seventh (check)	7. K. to R.'s square
8. K. to B.'s fifth, and wins.	

(A 4)

White.	*Black.*
	6. K. Kt. to Q. R.'s second (ch.)
7. K. to B.'s fifth	7. Kt. to Q. B.'s square, or (A 5)
8. Q. to her seventh (check)	8. K. to R.'s square
9. Q. to her B.'s seventh, and wins.	

(A 5)

White.	*Black.*
	7. Kt. to Q. B.'s sixth
8. Q. to her seventh (check)	8. K. to Kt.'s square, or (A 6)
9. K. to Kt.'s sixth, and wins.	

(A 6)

White.	*Black.*
	8. K. to R.'s third
9. Q. to Q. B.'s seventh, and wins.	

(B)

White.	*Black.*
	3. K. Kt. to Q.'s square
4. Q. to K.'s eighth	4. K. to Q. B.'s seventh, or (B 1) or (B 2)
5. Q. to K.'s seventh (check), and wins.	

(B 1)

White.	*Black.*
	4. K. to B.'s square
5. K. to Q.'s sixth	5. Q. Kt. to B.'s third
6. Q. to her seventh (check)	6. K. to Kt.'s square
7. Q. to B.'s seventh (check)	7. K. to R.'s square
8. K. to Q.'s seventh, and wins.	

(B 2)

White.	*Black.*
	4. Q. Kt. to B.'s third
5. K. to Q.'s sixth	5. K. to B.'s square, or (B 3), (B 4), (B 5)
6. Q. to her seventh (check)	6. K. to Kt.'s square
7. Q. to B.'s seventh (check)	7. K. to R.'s square
8. K. to Q.'s seventh, and wins.	

(B 3)

White.	*Black.*
	5. K. to R.'s square
6. Q. to her seventh	6. K. to Kt.'s square
7. Q. to B.'s seventh (check)	7. K. to R.'s square
8. K. to Q.'s seventh, and wins.	

(B 4)

White.	*Black.*
	5. K. to R.'s second
6. K. to Q. B.'s seventh	6. K. to R.'s square, or (B 6)
7. Q. to K.'s third, and wins.	

(B 5)

White.	*Black.*
	5. K. to Kt.'s second
6. Q. to K. Kt.'s eighth	6. K. to R.'s second, or (B 7), (B 8), (B 9)
7. K. to B.'s seventh	7. K. to R.'s third
8. Q. to her fifth, and wins.	

(B 6)

White.	*Black.*
	6. K. to R.'s third
7. Q. to K. R.'s fifth	7. K. to R.'s second
8. Q. to K.'s second	8. K. to R.'s square
9. Q. to K.'s third, and wins.	

(B 7)

White.	*Black.*
	6. K. to Kt.'s square
7. Q. to K. R.'s seventh, and wins.	

(B 8)

White.	*Black.*
	6. K. to R.'s third
7. Q. to her B.'s fourth (check)	7. K. to R.'s fourth
8. K. to B.'s seventh, and wins.	

(B 9)

White.	*Black.*
	6. K. to Kt.'s third
7. Q. to her Kt.'s third (check)	7. K. to R.'s third, or (B 10)
8. K. to B.'s seventh	8. K. to R.'s fourth
9. Q. to her B.'s fourth, and wins.	

(B 10)

White.	*Black.*
	7. K. to R.'s fourth
8. K. to B.'s seventh	8. K. to R.'s third
9. Q. MATES.	

(C)

White.	*Black.*
	4. K. Kt. to Q.'s third
5. K. to Q. B.'s sixth	5. K. to Q. R.'s second
6. Q. to her R.'s fourth (check)	6. K. to Q. Kt.'s square
7. Q. to R.'s sixth, and wins.	

(D)

White.	*Black.*
	4. K. to Q. R.'s square
5. Q. to her B.'s seventh	5. Q. Kt. to Q.'s third, or (D 1) or (D 2)
6. K. to Q. B.'s sixth	6. K. to R.'s second
7. Q. to her Kt.'s sixth (check)	7. K. to Kt.'s square, or (D 3)
8. Q. to her R.'s sixth, and wins.	

(D 1)

White.	*Black.*
	5. Q. Kt. to Q. R.'s second
6. K. to Q. B.'s fourth, and wins.	

(D 2)

White.	*Black.*
	5. K. Kt. to Q. third
6. K. to B.'s sixth	6. Q. Kt. to R.'s second (check)
7. K. to Kt.'s sixth	7. Kt. to Q. B.'s square (check)
8. K. to Q. R.'s sixth, and wins.	

(D 3)

White.	*Black.*
	7. K. to R.'s square
8. K. to Q. B.'s seventh	8. Q. Kt. to K.'s square (check)
9. K. to Q.'s seventh	9. Q. Kt. to K. Kt.'s second, or (D 4)
10. K. to Q. B.'s eighth, and wins.	

(D 4)

White.	*Black.*
	9. Q. Kt. to Q.'s third
10. K. to Q. B.'s sixth	10. K. to Kt.'s square
11. Q. to her R.'s sixth, and wins.	

(E)

White.	*Black.*
	4. K. to Q. R.'s second
5. Q. to her B.'s seventh	5. Q. Kt. to Q. Kt.'s third (check), or (E 1)
6. K. to B.'s sixth, and wins.	

(E 1)

White.	*Black.*
	5. Q. Kt. to Q.'s third
6. K. to B.'s sixth	6. K. to R.'s square
7. Q. to Kt.'s sixth	7. K. to Kt.'s square
8. Q. to R.'s sixth, and wins.	

We now come to a still more arduous task, for I am again of Mr. Mendheim's opinion, and am prepared to prove (as far as I believe) that a KING with a BISHOP and KNIGHT can draw the game against a KING and QUEEN, although Lolli (p. 258), Ponziani (1762, p. 163), Lewis, in his "Elements," p. 41, are of a different opinion. The system of defence which I am about to lay down here, is the invention of my late friend, Mr. Bilguer, and has hitherto been known only to him and me.

Let us suppose the Black King to stand on his Rook's eighth square; then, if we place his Knight on King's Rook's seventh, the latter attacks three squares, *viz. King's Knight's fifth, King's Bishop's sixth*, and *King's Bishop's eighth*; and it is evident that the adverse party can only win by bringing his King near the other, which is to be effected by passing over his *Rook's fourth, Bishop's fourth*, or *Bishop's second* squares; but if we

now place Black's Bishop at *King's Knight's sixth*, all the squares around are for a moment defended; and before mate could be given, Black must be compelled to quit his entrenchments, and then it remains to be shown that it is impossible for him to take up a similar position.

POSITION, No. 1.

White.	*Black.*
K. at Q.'s seventh	K. at his B.'s second
Q. at her B.'s sixth	B. at K. B.'s third
	Kt. at K. Kt.'s second

White.	*Black.*
1. Q. to her fifth (check)	1. K. to his Kt.'s third
2. Q. to K. Kt.'s second (check)	2. K. to his B.'s second
(If, instead of this move, White play his Q. to K. Kt.'s eighth, Black must move his B. to K. Kt.'s fourth, or R.'s fifth, and then again back to B.'s third, as circumstances may require.)	3. B. to K.'s fourth
	(Since it is of great importance to defend the K. Kt.'s third square against the Queen, Black can only move his Bishop, which he must play to K.'s second or fourth square.)
3. Q. to K. Kt.'s fourth	
4. Q. to her B.'s fourth (check)	4. K. to his Kt.'s third
5. Q. to K.'s fourth (check)	5. K. to his B.'s third

It must now be examined, whether White can force the game, or if Black cannot again take up a safe position.

6. K. to Q. B.'s sixth	6. Kt. to K. B.'s fourth
	In order to cut off, afterwards, the White squares from the adverse King.
7. Q. to K. B.'s third	7. K. to his third
8. Q. to K.'s fourth	8. K. to his B.'s third
	Should White play his K. to Q. B.'s fifth, Black, by answering with B. to Q.'s third (check), would gain a position similar to the primitive situation of the pieces; and if he play Q. to her fifth (check), the Black King must be moved to his B.'s third square, the result of which shall be analysed in the accompanying Variation.
9. K. to Q.'s fifth	9. Kt. to K.'s seventh (check)
10. K. to Q. B.'s fourth	10. Kt. to K. B.'s fourth

White.	*Black.*
11. K. to Q. third	11. Kt. to Q.'s third
12. Q. to her fifth	12. K. to his B.'s fourth
13. K. to his third	13. K. to B.'s third
14. K. to his B.'s third	14. Kt. to K. B.'s fourth
15. Q. to her B.'s sixth (check)	15. Kt. to Q.'s third
16. K. to his Kt.'s fourth	16. K. to his B.'s third

VARIATION.

Beginning at White's eighth move.

White.	*Black.*
8. Q. to her fifth (check)	8. K. to his B.'s third
9. K. to Q.'s seventh	9. Kt. to K. Kt.'s second
10. K. to Q.'s eighth	10. Kt. to K.'s third (check)
11. K. to Q. B.'s eighth	11. K. to his B.'s fourth
12. K. to Q.'s seventh	12. Kt. to K. B.'s fifth

And White has gained nothing.

EDITOR'S SCRAP WALLET.

FROM AN ANCIENT IRISH MS., ENTITLED "CATH CHLUANA TARBH."

THE battle of Clontarf, so famous in Irish History, in which Brian Borumha was killed, was the effect of a sarcasm, by the unsuccessful competitor at a game of Chess.

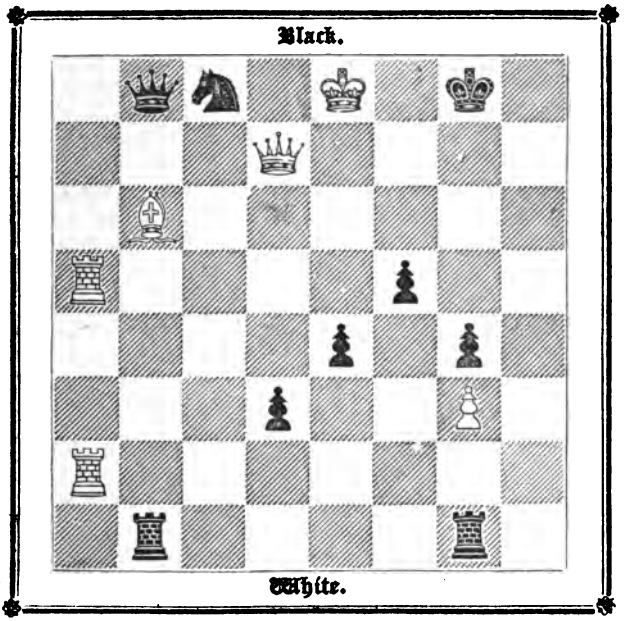
Maelmordha, who usurped the crown of Leinster, in 999, by the assistance of the Danes, being at an entertainment at Kincora, saw Morogh, Brian's eldest son, at a game of Chess, and advised his antagonist to a movement which lost Morogh the game; whereupon Morogh observed to him, with a sneer, "that if he had given as good advice at the battle of Glen-mama, the Danes would not have received so great an overthrow."

To which Maelmordha replied, "My instructions, the next time, shall guide them to victory." And Morogh, with contempt bade defiance. Maelmordha became enraged, retired to his bed-chamber, and did not appear at the banquet, but passed the night in restless anger, and ruminating his country's ruin. Early next morning he set out for Leinster, without taking his leave of the Monarch or any of his household, to show that he was bent on desperate revenge. The good Monarch, on hearing of his departure, sent one of his servants after him, to request his reconciliation with Morogh; the servant overtook him, east of the Shannon, not far from Killaloe, and delivered his message from the Monarch. Maelmordha, who all the while listened with indignation, as soon as the servant had done speaking, raised the rod of yew, which he had in his hand, and, with three furious blows thereof, fractured the servant's skull, to make known to Brian how he rejected such reconciliation. He pursued his way on horseback to Leinster, where, the next day, he assembled, represented to them the insult he had received at Kincora, and inflamed them to so great a degree, that they renounced their allegiance to Brian, confederated with the Danes, and set the Monarch at defiance.

PROBLEM, No. 113.

By Mr. S. A——s.

White to play, and mate with his Pawn in six moves.



GAME CCCLVIII.*

The two following Games are part of a Match, commenced in 1831, between Messrs. F——R and M'DONNELL; at that time unquestionably the finest Amateur Chess Players in Great Britain.

Black. (Mr. M'D.)	*White.* (Mr. F—R.)
1. K. P. two	1. K. P. one
2. K. B. P. two	2. Q. P. two
3. K. P. one	3. Q. B. P. two
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. B. P. one	5. K. B. to K. second
6. K. B. to Q. third	6. K. Kt. to R. third
7. K. B. to Q. B. second	7. Q. B. to Q. second
8. Castles	8. K. B. P. two
9. Q. R. P. one	9. Q. B. P. one
10. K. R. P. one	10. K. Kt. to K. B. second

* This and the next game have before appeared in print.

Black. (Mr. M'D.)	*White.* (Mr. F—R.)
11. Q. to K. square	11. K. Kt. P. one
12. K. to R. square	12. K. R. P. one
13. Q. P. two	13. Q. to Q. Kt. third
14. Q. Kt. to Q. second	14. Q. Kt. to R. fourth (*a*)
15. Q. R. to Q. Kt. square	15. Q. Kt. to Q. Kt. sixth
16. B. takes Kt.	16. P. takes B.
17. Q. B. P. one	17. P. takes P.
18. Q. Kt. takes Q. B. P.	18. Q. to Q. B. second
19. Q. Kt. to K. third	19. Q. B. to Kt. fourth
20. K. R. to K. Kt. square	20. Q. B. to Q. sixth
21. Q. R. to R. square	21. Q. B. to K. fifth
22. Q. B. to Q. second	22. K. Kt. P. one
23. Q. R. to Q. B. square	23. Q. to her second
24. Q. P. one	24. Q. B. takes Q. P. (*b*)
25. Kt. takes B.	25. Q. takes Kt.
26. B. to Q. Kt. fourth	26. B. takes B.
27. Q. takes B.	27. Q. R. P. two
28. Q. to her Kt. sixth	28. Castles
29. K. R. to Q. square	29. Q. R. to his third
30. Q. to her B. seventh	30. Q. R. to Q. B. third
31. R. takes Q.	31. R. takes Q.
32. R. takes R.	32. P. takes R. (*c*)
33. K. P. one	33. Kt. to Q. third
34. R. to Q. seventh	34. Kt. to K. fifth
35. R. takes Q. P.	35. K. Kt. P. takes P.
36. K. to R. second	36. Kt. to K. Kt. sixth
37. Kt. to Q. fourth	37. Q. R. P. one
38. Kt. to Q. Kt. fifth	38. R. to K. square
39. Kt. to Q. B. seventh	39. R. to K. second
40. R. checks	40. K. to Kt. second
41. R. to Q. seventh	41. K. to B. square
42. R. checks	42. K. to Kt. second
43. R. to Q. seventh	43. K. to B. square
44. R. takes R.	44. K. takes R.
45. Kt. to Q. fifth (check)	45. K. takes P.
46. Kt. takes P. (check)	46. K. to his fourth
47. K. takes Kt.	47. K. to his fifth
48. Kt. to K. second	48. K. to Q. sixth
49. Kt. to Q. B. third	49. K. to Q. B. seventh
50. Kt. takes P.	50. Q. Kt. P. two
51. Kt. to Q. B. third	51. K. takes P.
52. Kt. takes P.	52. K. to R. seventh
53. Kt. checks (*d*)	53. K. takes P.
54. Kt. to Q. square	54. K. to R. seventh
55. K. to B. third	55. K. to Kt. eighth
56. K. to his second	56. K. to B. seventh

Black. (Mr. M'D.)	*White.* (Mr. F—R.)
57. K. Kt. P. one	57. K. R. P. one
58. K. R. P. one	58. K. to Q. B. eighth
59. Kt. to Q. B. third	59. K. to B. seventh
60. Kt. to Q. R. fourth	60. K. to Q. B. eighth
61. K. to Q. third	61. K. to Q. eighth
62. Kt. to Q. Kt. second (ch.) (*e*)	62. K. to his eighth
63. K. to his third	63. K. to his B. eighth
64. Kt. to Q. third	64. K. to his Kt. seventh
65. K. to his B. fourth	65. K. to R. seventh
66. K. to his B. third	66. K. to R. sixth
67. K. to his B. fourth	67. K. to Kt. seventh
68. K. takes P.	68. K. takes P.
69. K. to Kt. fifth	69. K. to B. sixth
70. K. takes P.	70. K. to his sixth
71. Kt. to Q. Kt. second	71. K. to Q. fifth
72. K. to Kt. fifth	72. K. to B. sixth
73. Kt. to Q. square (check)	73. K. to Q. seventh
74. Kt. to Q. Kt. second	74. K. to B. sixth

AND THE GAME WAS DECLARED DRAWN. (*f*)

Notes to Game CCCLVIII.

(*a*) King's Knight's Pawn one square, would, perhaps, have been a better move.

(*b*) We believe he might safely have taken the Pawn with his King's Pawn.

(*c*) Up to the last few moves White had decidedly the more advantageous position; the exchanges, however, turned the scale in favour of his opponent.

(*d*) He would not have improved his game by advancing the Queen's Rook's Pawn at this point.

(*e*) We think Black might now have won the game by moving the King towards his Bishop's fourth square.

(*f*) The latter part of this game will well repay the student for the time he may bestow upon its examination.

GAME CCCLIX.

Between the same Players.

White. (Mr. F—R.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. P. one

639708 A

White. (Mr. F—R.)	*Black.* (Mr. M'D.)
5. Castles	5. K. Kt. to B. third
6. Q. P. two	6. P. takes P.
7. P. takes P.	7. B. to Q. Kt. third
8. Q. Kt. to B. third	8. Q. B. to K. Kt. fifth
9. Q. P. one	9. Q. Kt. to K. fourth
10. K. B. to K. second	10. B. takes Kt.
11. B. takes B.	11. Castles
12. Q. B. to Kt. fifth	12. K. R. P. one
13. Q. B. to R. fourth	13. K. Kt. P. two (*a*)
14. Q. B. to Kt. third	14. Q. Kt. to K. Kt. third
15. K. B. to K. second (*b*)	15. Q. to K. second
16. Q. to her B. second	16. K. R. P. one
17. K. R. P. one	17. Q. R. to K. square
18. Q. R. to K. square	18. Q. to her second
19. Q. to her B. square	19. K. R. P. one
20. B. to R. second	20. K. Kt. P. one
21. R. P. takes P.	21. Kt. takes P. at Kt. fifth
22. Q. to K. Kt. fifth	22. Kt. takes Q. B.
23. K. takes Kt.	23. Q. R. to K. fourth
24. Q. to R. sixth	24. K. B. to Q. fifth
25. K. B. P. two	25. Q. R. to K. square
26. K. B. P. one	26. K. B. to K. Kt. second
27. Q. to Kt. fifth	27. Q. R. to K. fourth
28. Q. to K. third (*c*)	28. Kt. to K. second
29. K. B. P. one	29. K. B. to K. R. square
30. P. takes Kt.	30. Q. takes P.
31. B. to K. Kt. fourth	31. Q. R. to K. Kt. fourth
32. Q. to K. B. third	32. K. B. checks
33. K. to R. square	33. K. to R. square
34. Q. R. to K. third	34. K. R. to K. Kt. square
35. B. to R. third	35. K. B. P. one
36. Kt. to K. second	36. Q. to K. R. second
37. R. to Q. Kt. third	37. Q. Kt. P. one
38. Kt. to K. B. fourth	38. R. to K. Kt. sixth
39. Q. to R. fifth	39. Q. takes Q.
40. Kt. takes Q.	40. R. takes R.
41. P. takes R.	41. R. to Kt. third
42. R. to B. third	42. B. takes Q. Kt. P.
43. R. to K. B. fourth	43. R. to K. R. third
44. R. takes K. R. P.	44. B. to Q. B. eighth
45. Kt. to K. B. fourth	45. B. takes Kt.
46. R. takes B.	46. Q. R. P. two
47. K. to Kt. square	47. K. to Kt. square
48. B. checks	48. K. to B. square
49. R. to Kt. fourth	49. R. to R. square
50. R. to Kt. sixth	50. K. to his square

White. (Mr. F—R.)	*Black.* (Mr. M'D—.)
51. R. to Kt. seventh	51. R. to R. fifth
52. B. to K. B. fourth	52. Q. Kt. P. one
53. R. takes Q. B. P.	53. Q. R. P. one
54. P. takes P.	

AND BLACK RESIGNED.

Notes to Game CCCLIX.

(*a*) Advancing this Pawn very much weakened the position of Black's King, and was the first step towards his final overthrow.

(*b*) Apparently a feeble move, but made for the purpose of playing up the King's Bishop's Pawn presently.

(*c*) This move compels Black to lose a piece.

GAME CCCLX.

Between MM. BONCOURT and SZEN.*

Black. (M. SZEN.)	*White.* (M. B—.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. P. two
3. K. P. takes P.	3. P. takes P.
4. Q. B. P. two	4. K. Kt. to B. third
5. Q. Kt. to B. third	5. K. B. to Q. Kt. fifth
6. Q. R. P. one	6. B. takes Kt. (check)
7. P. takes B.	7. K. Kt. to K fifth
8. Q. to her Kt. third	8. Q. B. P. one
9. K. B. to Q. third	9. Castles
10. K. Kt. to K. second	10. Q. P. takes P.
11. B. takes P.	11. Q. Kt. P. two
12. K. B. to Q. third	12. Q. B. to K. B. fourth
13. Q. to her B. second	13. R. to K. square
14. Castles	14. B. to K. Kt. third
15. Kt. to K. B. fourth	15. K. Kt. to Q. third
16. Kt. takes B.	16. K. R. P. takes Kt.
17. Q. B. to K. B. fourth	17. Q. Kt. to R. third
18. K. R. to K. square	18. Q. to her second
19. Q. R. P. one	19. Q. Kt. to Q. B. second
20. Q. B. takes K. Kt.	20. Q. takes B.
21. R. takes R. (check)	21. R. takes R.
22. P. takes P.	22. P. takes P.
23. R. takes Q. R. P. (*a*)	23. R. to K. eighth (check)
24. B. to K. B. square	24. Q. to her B. third
25. Q. to her second	25. R. to Q. Kt. eighth

* *From Le Palamède.*

Black. (M. Szen.)	*White.* (M. B—.)
26. Q. to her third	26. R. to Q. B. eighth
27. R. to Q. R. third	27. Kt. to Q. fourth
28. Q. to K. B. third	28. K. B. P. one (*b*)
29. Q. to her third	29. Kt. to K. B. fifth
30. Q. P. one	30. Q. takes Q. P. (*c*)
31. Q. takes Q.	31. Kt. takes Q.
32. K. R. P. one	32. Kt. takes P.

AND BLACK RESIGNED.

Notes to Game CCCLX.

(*a*) An ill judged move.

(*b*) If White, at this point, had taken the Queen's Bishop's Pawn with his Knight, Black could not have taken his Queen without suffering mate, but he would have checked with the Rook at Queen's Rook's eighth, and thus have won easily.

(*c*) He would have had a fine game also by taking with his Knight.

GAME CCCLXI.

Mr. St——n gives his Queen's Rook to an Amateur.

(*Remove Black's Q.'s R. from the board.*)

Black. (Mr. St—n.)	*White.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. B. to Q. Kt. third
7. Q. P. two	7. P. takes P.
8. K. P. one	8. Q. P. two
9. P. takes P., *en passant*	9. Q. takes P.
10. Q. B. to Q. R. third	10. K. B. to Q. B. fourth
11. K. B. takes K. B. P. (check)	11. K. takes B.
12. K. Kt. to Kt.'s fifth (check)	12. K. to his square
13. R. to K. square (check)	13. K. Kt. to K. second
14. K. Kt. to K. fourth	14. Q. to her fourth
15. B. takes B.	15. Q. B. to K. B. fourth
16. Q. B. P. one	16. Q. takes P.
17. Q. Kt. to R. third	17. Q. to her fourth
18. Q. Kt. to his fifth	18. Q. R. to Q. B. square
19. Q. Kt. to B. third	19. Q. to her second
20. B. takes Kt.	20. B. takes K. Kt.
21. Kt. takes B.	21. Kt. takes B.
22. Q. to K. R. fifth (check)	22. K. to Q. square

Black. (Mr. St—n.)	*White.* (Mr. —.)
23. Kt. to Q. B. fifth	23. Q. to K. B. fourth
24. Kt. takes Q. Kt. P. (check)	24. K. to Q. second
25. R. takes Kt. (check)	25. K. takes R.
26. Q. takes Q.	

AND WHITE RESIGNED.

GAME CCCLXII.

Between two distinguished Amateurs.

Black.	*White.*
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. B. to Q. Kt. third
7. Q. B. to Q. R. third	7. Q. P. one
8. Q. P. two	8. P. takes P.
9. P. takes P.	9. K. Kt. to B. third
10. K. P. one	10. P. takes P.
11. Q. to her Kt. third	11. Q. to her second
12. P. takes P.	12. Q. Kt. to R. fourth
13. P. takes Kt.	13. Q. Kt. takes Q.
14. K. R. to K. square (check)	14. K. to Q. square
15. B. to K. seventh (check)	15. K. to his square
16. P. takes K. Kt. P.	16. R. to Kt. square
17. B. to K. B. sixth (discov. ch.)	17. Q. to K. third
18. B. takes Q.	18. B. takes B.
19. Q. R. P. takes Kt.	

AND WHITE RESIGNED.

The attack is kept up throughout this game with great vigour and ingenuity.

GAME CCCLXIII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 47th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. second

Black. (Mr. M'D.)	*White.* (M. De la B.)
4. K. Kt. to B. third	4. Q. P. one
5. Castles	5. K. B. to Q. Kt. third
6. Q. P. two	6. K. Kt. to B. third
7. Q. Kt. to R. third (*a*)	7. Q. B. to K. Kt. fifth
8. Q. Kt. to B. second	8. Q. Kt. to Q. second (*b*)
9. Q. to Q. third (*c*)	9. Q. P. one
10. P. takes P.	10. K. P. one
11. Q. to her second	11. P. takes Kt.
12. R. to K. square	12. K. Kt. to K. fifth
13. Q. to K. B. fourth	13. K. B. P. two
14. K. Kt. P. takes P.	14. K. Kt. P. two
15. Q. to K. third	15. Q. Kt. to K. fourth (*d*)
16. K. B. checks	16. Q. B. P. one
17. P. takes Q. B.	17. Q. Kt. takes P. at K. Kt. fifth
18. Q. to K. second	18. Q. B. P. takes B.
19. K. B. P. one	19. Q. Kt. to K. B. third
20. P. takes K. Kt.	20. Kt. takes K. P.
21. Q. takes P. (check)	21. Q. to Q. second
22. Q. takes Q. (check)	22. K. takes Q.
23. Q. B. P. one	23. Q. R. to K. square
24. Q. B. P. one	24. K. B. to Q. square
25. P. to Q. sixth	25. K. B. P. one
26. Q. Kt. P. two	26. K. R. to K. B. square
27. K. R. to K. B. square	27. K. R. P. two
28. Kt. to Q. R. third	28. K. B. to his third
29. Q. B. to Q. Kt. second	29. K. Kt. P. one (*e*)
30. Kt. to Q. B. fourth	30. K. B. P. one
31. Kt. to K. fifth (check)	31. B. takes Kt.
32. P. takes B.	32. K. R. P. one
33. Q. R. to Q. square	33. K. B. P. one (check)
34. K. to R. square	34. K. R. P. one
35. Q. R. to Q. third	35. K. R. to K. Kt. square
36. Q. Kt. P. one	36. K. Kt. P. one
37. P. takes P.	37. R. takes P.
38. R. to Q. fourth	38. Q. R. to K. Kt. square
39. K. P. one (check)	39. K. to Q. square
40. Q. R. to Q. square	40. K. R. P. one
41. K. P. one (check)	41. K. to Q. second
42. Q. B. P. one (check)	42. P. takes P.
43. P. takes P. (check)	43. K. takes P.
44. K. P. one, becoming a Q. (ch.)	44. R. takes Q.
45. K. takes R. P.	45. R. to K. third
46. R. to Q. B. square (check)	46. K. to Q. Kt. fourth
47. Q. R. P. two (check)	47. K. to Kt. fifth
48. Q. B. to his third (check)	48. R. takes B.
49. R. takes R.	49. K. takes R.

Black. (Mr. M'D.)	*White.* (M. De la B.)
50. Q. P. one	50. R. to Q. third
51. K. to Kt. second	51. R. takes Q. P.
52. R. to Q. B. square (check)	52. K. to Q. sixth
53. K. to B. square	53. K. to his sixth

AND BLACK ABANDONED THE GAME.

Notes to Game CCCLXIII.

(*a*) Queen's Bishop to King's Knight's fifth, would we believe have been a better move.

(*b*) If he had ventured to take the King's Pawn with his Knight, Black would have obtained a decisive advantage by playing his Knight's Bishop to Queen's fifth.

(*c*) An injudicious move, and the primary source of Black's subsequent difficulties.

(*d*) This portion of the game is finely played by both parties.

(*e*) Queen's Rook's Pawn two squares, would also have been good play.

PROBLEMS FOR YOUNG PLAYERS.

No. 103.

By Mr. M'G—E.

White.	*Black.*
K. at his sixth	K. at his B.'s sixth
R. at K. R.'s second	
Kt. at Q. Kt.'s third	
Pawns at K. B.'s second, and Q. B.'s second	

White, playing first, to checkmate in three moves.

No. 104.*

By M. D'Orville.

White.	*Black.*
K. at his R.'s square	K. at Q.'s fourth
R. at Q. Kt.'s seventh	
B. at Q.'s third	
B. at Q. R.'s third	
Kt. at Q. R.'s fifth	
Pawn at K. B.'s fifth	

White to play, and checkmate in two moves.

---

* *From Le Palamède.*

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 101.

White.	*Black.*
1. K. to his Kt.'s second	1. K. takes P.
2. Q. to K.'s sixth (check)	2. K. to his B. fifth
3. Kt. to K. R.'s third (check), MATE.	

No. 102.

White.	*Black.*
1. Q. Kt. to Q. B.'s third (check)	1. K. to Q.'s sixth
2. K. Kt. to K.'s fifth (check)	2. K. takes Q.'s Kt.
3. Q. to her Kt.'s second (check), MATE.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 149.

White.	*Black.*
K. at his R.'s second	K. at his R.'s square
Q. at K. R.'s fourth	Q. at K. Kt.'s fourth
Pawns at K. R.'s third, K. Kt.'s second, K. B.'s fourth, Q. Kt.'s fifth, and Q. R.'s fifth	R. at Q. B.'s fifth
	Pawns at K. R.'s third, K. Kt.'s second, and Q. R.'s second

White, playing first, to win the game.

No. 150.

White.	*Black.*
K. at Q. B.'s fourth	K. at Q. R.'s fifth
R. at K. B.'s square	R. at Q. Kt.'s eighth
Pawns at K.'s third, and Q. R.'s sixth	Pawns at Q. B.'s seventh, and Q. Kt.'s sixth

White to play, and win.

No. 151.

White.	*Black.*
K. at his R.'s fifth	K. at his Kt.'s square
R. at K. B.'s square	Q. at K.'s fourth
R. at Q. B.'s seventh	B. at K. Kt.'s fourth
B. at Q. B.'s square	Kt. at K. R.'s sixth
Pawn at K. R.'s sixth	Pawns at K. B.'s fifth, and Q. Kt.'s sixth

White to play, and win.

No. 152.

White.	*Black.*
K. at his Kt.'s second	K. at his R.'s square
Q. at K. R.'s fifth	Q. at her Kt.'s seventh
B. at K. B.'s seventh	B. at K. B.'s third
Pawns at K. R.'s third, K. Kt.'s third, and K. B.'s second	Pawns at K. R.'s second, K. Kt.'s second, and Q. Kt.'s third

White to play, and win the Queen, or give checkmate in seven moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 111.

White.	*Black.*
1. Q. to her B.'s third (check)	1. K. to Q.'s fourth
2. Q. to her B.'s fourth (check)	2. K. to Q. B.'s third, or (A)
3. Q. to her Kt.'s fifth (check)	3. K. to Q. B.'s second
4. Q. to her Kt.'s eighth (check)	4. K. takes Kt., or (B)
5. Kt. takes Q. B. P. (check)	5. K. to B.'s third
6. Q. to her Kt.'s fifth (check)	6. K. to Q.'s fourth (best)
7. Kt. to Q. R.'s fourth (discov. ch.)	7. K. to his fifth
8. Kt. to Q. B.'s third (check)	8. K. to his B.'s sixth
9. Q. to K.'s second (ch.) MATE.	

(A)

	2. K. takes Q.
3. Kt. to K.'s fifth (check)	3. K. to Q.'s fourth
4. Kt. to Q. B.'s third (check)	4. K. takes Kt.
5. K. B. P. two (check)	5. K. to his B.'s third
6. Kt. to K.'s fourth, CHECKMATE.	

(B)

White.	*Black.*
	4. K. to Q. B.'s third
5. Kt. to K. fifth (check)	5. K. to Q.'s fourth
6. Kt. to Q. B.'s third (check)	6. K. takes Kt.
7. K. B. P. two (check)	7. K. to his B.'s third
8. Kt. to K. fourth, CHECKMATE.	

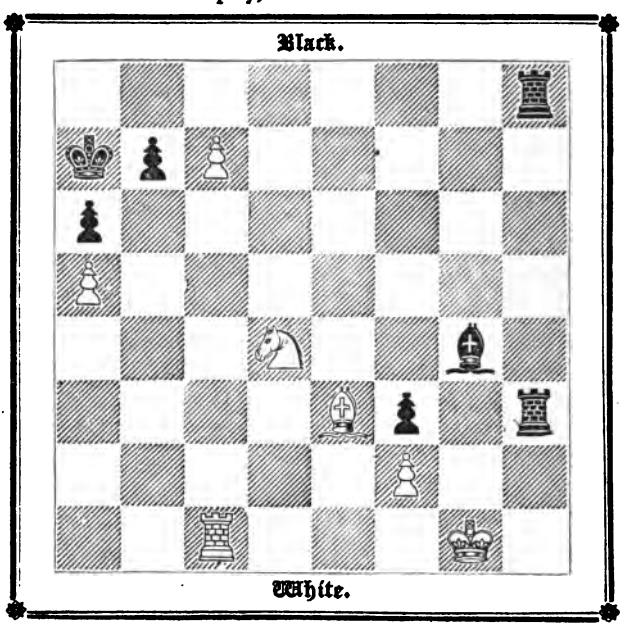
No. 112.

White.	*Black.*
1. Kt. to K. Kt.'s sixth (check)	1. K. to Kt.'s second
2. K. to his sixth	2. K. to Kt.'s square
3. K. to his B.'s sixth	3. K. to R.'s second
4. K. to B.'s seventh	4. K. to R.'s third
5. K. to B.'s eighth	5. K. to R.'s second
6. Kt. to K.'s fifth (discov. check)	6. K. to R.'s square, or to R.'s third
7. Kt. to K. B.'s seventh, CHECKMATE.	

PROBLEM, No. 114.*

By ALLGAIER.

White to play, and mate in five moves.



* *From Le Palamède.*

ELEMENTARY LESSONS

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

Lesson Fourth.

On the King's Bishop's Opening.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. B. P. one	3. Q. P. two

The advance of the Queen's Pawn two squares at this stage of the defence, is the invention of Mr. Lewis, who has given a masterly Analysis of the Variations springing from it.*

4. B. takes Q. P. 4. K. Kt. to B.'s third.

If White take the Pawn with his King's Pawn instead of with the Bishop, Black may take King's Bishop's Pawn, checking, and upon the King taking the Bishop, can check with his Queen at King's Rook's fifth, and then capture the adverse Bishop in return for the one sacrificed.

By playing out his Knight, Black has two pieces bearing upon the adverse Bishop, and can therefore gain a Pawn, unless the first player move another piece to sustain the Bishop.

5. Q. to her Kt.'s third. Castles.

Were White, instead of this move, to play his Queen to King's Bishop's third, Black may take the Bishop with his Knight, and then Castle. Should White check with his Queen at her Rook's fourth, he may advance the Queen's Bishop's Pawn one square; and then, if White take his King's Bishop's Pawn with Bishop, checking, he ought not to capture the Bishop, but move his King to Bishop's square, having a good game. White may, however, play Queen's Pawn two squares; in which case his opponent must take Pawn with Pawn, and, upon the first player doing the same, check with his Bishop at Queen's Knight's fifth, and afterwards capture the Bishop with his Knight.

6. K. Kt. to B.'s third. 6. Q. B. P. one.

In one of Mr. Lewis's Variations on the move under consideration,

* A Second Series of Lessons on the Game of Chess. Simpkin and Co. 1832. 8vo.

the first player, at his sixth move, instead of playing out his King's Knight, takes the Queen's Knight's Pawn with the Bishop; his opponent then takes Bishop with Bishop; and, upon White taking Bishop with the Queen, he leaves his Rook *en prize*, and, moving the Queen to her sixth, obtains an almost irresistible position.

Should Black, for his sixth move, play the Knight to his fifth, White must advance his Queen's Pawn two squares, and he will have a good game. Black may also play his Queen's Knight to Queen's second, to protect his King's Pawn, and White should then move his Queen's Pawn two squares.

7. B. takes K. B. P. (check)	7. R. takes B.

If he retire his King to Rook's square, instead of taking the Bishop, the game will probably proceed thus:—

White.	*Black.*
Q. P. two	P. takes P.
K. P. one	Q. to K.'s second
Castles	R. takes B.
P. takes Kt.	Q. takes P.
P. takes P.	

And White has the better game.

8. K. Kt. takes K. P.	8. Q. to K.'s second

Instead of playing the Queen to King's second, Black may take the King's Bishop's Pawn, checking, and, in that case, White should move his King to Bishop's square, because, if he take the Bishop with his King, his opponent gives a double check, and gains the Knight.

9. Q. takes R. (check)	9. Q. takes Q.
10. Kt. takes Q.	10. K. takes Kt.

White can now advance his Queen's Pawn two squares, then play King's Bishop's Pawn one, and have a very fine game.

EDITOR'S SCRAP WALLET.

CHESS PLAYING IN THE DAYS OF CHIVALRY.

To play the game of Chess, to hear the Minstrel's lays, and read Romances, were the principal amusements of a Knight, when the season and the weather did not permit hawking and hunting. A true Knight was a Chess-player, and the game was played in every country of chivalry: for as the chivalric States of Midland Europe obtained a know-

ledge of it from the Scandinavians, so the Southern States acquired it from the Arabs:—

"When they had dined, as I you say,
Lords and ladies went to play:
Some to tables and some to Chess,
With other games more and less."

Romance of Ipomydon.

The fondness of our ancestors for the game of Chess appears by the frequent mention of the amusement in the ancient Romances. Sometimes a lover procured admittance to the place where his mistress was confined, by permitting the jailer to win from him a game at Chess. Again the Minstrels in the hall spread over the subject all the riches of their imagination. They were wont to fancy the enchanted castle of a beautiful fairy, who challenged a noble Knight to play with her at Chess. Flags of white and black marble formed the chequer, and the pieces consisted of massive statues of gold and silver, which moved at the touch of a magic wand held by the players. Such fables show the state of manners; but a curious story remains on historical record, which displays the practical consequences of Chess-playing. During part of the reign of our Edward the Third, the town and Castle of Evreux were French. A noble Knight of the neighbourhood, named Sir William Graville, who was secretly attached to the English side, thought he could win the place, and he formed his scheme on his knowledge of the Governor's character. He first gained some friends among the burgesses, who were not very strongly attached to the French cause. As he had not declared himself the friend of either party, he was permitted to walk in whatever quarters of the city he chose, and one day he loitered before the gate of the Castle, till he attracted the attention of the Governor: they saluted each other, and conversed awhile on the topics of the season. Sir William found his auditor credulous to every tale, till, when he had told one of wondrous improbability, the Governor demanded his authority. "Sir," replied the Knight of Graville, "a cavalier of Flanders wrote this to me on the pledge of his honour, and sent with the letter, the goodliest Chessmen I ever saw."

The Governor dropped all care for the story at the mention of the Chessmen, and he anxiously desired to see them.

"I will send for them," said Sir William, "on condition that you will play a game with me for the wine."

The Governor assented, and Sir William desired his squier to fetch the Chess-men and bring them to the gate.

The two Knights then passed through two wickets into the Castle yard; and while the stranger was viewing the edifice, his faithful squier ran at speed to the burgesses' houses and summoned them to arms.

They soon donned their harness and repaired with him to the Castle gate, where, agreeably to a preconcerted scheme, he sounded a horn.

When Sir William heard it, he said to the Governor, "Let us go out to the second gate, for the Chess-men are arrived." Sir William passed the wicket and remained without; in following him, the Governor stooped and put out his head; Sir William drew a small battle-axe from under his cloak, and therewith smote to death his defenceless foe. He then opened the first gate, and the burgesses entered in numerous and gallant array, and incontinently the Castle was taken.*

To the SECRETARIES and HEADS of CHESS CLUBS.—An eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may reasonably calculate on some assistance from the class immediately concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired, that is remarkable, instructive and entertaining.

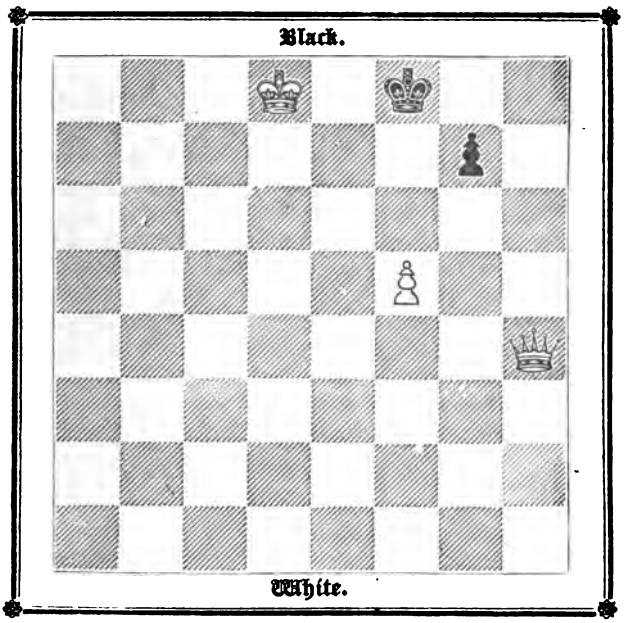
---

* *See Froissart, Vol. I. c. 177; and Sir Walter Scott's note to the Romance of Sir Tristrem, p. 274.*

PROBLEM, No. 115.

By C. R. L——E.

White, playing first, mates with his Pawn in eight moves.



GAME CCCLXIV.*

Played by M. ST. AMANT, one of the finest Players in France, and M. KIESERITZKI.

White. (M. K—.)	*Black.* (M. St. A—.)
1. Q. R. P. one	1. K. B. P. two
2. Q. P. two	2. K. P. one
3. Q. B. P. two	3. Q. B. P. two
4. P. takes P.	4. B. takes P.
5. Q. Kt. to B. third	5. K. Kt. to B. third
6. Q. Kt. P. two	6. B. to Q. Kt. third
7. Q. B. to K. B. fourth	7. Castles
8. Q. B. to Q. sixth	8. K. R. to K. square
9. Q. B. P. one	9. B. to Q. B. second

* *This game, and several other games between the same opponents, have been forwarded to us by a correspondent. If we mistake not, we have before seen several of them in print; but they will probably be new to the majority of our readers.*

White. (M. K—.)	*Black.* (M. St. A—.)
10. Kt. to Q. Kt. fifth	10. B. takes B.
11. Kt. takes B.	11. R. to B. square
12. R. to Q. B. square	12. Q. Kt. to B. third
13. K. Kt. to B. third	13. K. Kt. to K. fifth
14. K. P. one	14. Q. Kt. P. one
15. Q. Kt. takes Kt.	15. K. B. P. takes Kt.
16. Kt. to Q. fourth	16. Kt. takes Kt.
17. Q. takes Kt.	17. P. takes P.
18. R. takes P.	18. B. to Q. Kt. second
19. K. B. to Q. Kt. fifth	19. B. to Q. fourth
20. Castles	20. Q. to her Kt. third
21. K. R. to Q. square	21. Q. P. one
22. Q. R. takes B.	22. K. P. takes R.
23. Q. takes P. (check)	23. K. to R. square
24. B. to Q. B. sixth	24. Q. R. to Q. B. square
25. Q. Kt. P. one	25. Q. to her B. fourth
26. Q. takes Q. P.	26. Q. takes Q.
27. R. takes Q.	27. K. R. to Q. square
28. R. to Q. fourth	28. K. to Kt. square
29. K. Kt. P. one	29. R. takes R.
30. K. P. takes R.	30. K. to B. square
31. K. to B. square	31. R. to Q. square
32. Q. P. one	32. K. to his second
33. K. to his second	33. K. to Q. third
34. K. to his third	34. K. to his fourth
35. Q. R. P. one	35. R. to K. B. square
36. Q. R. P. one	36. R. to B. sixth (check)
37. K. to his second	37. R. to Q. R. sixth
38. Q. R. P. one	38. K. Kt. P. two
39. K. Kt. P. one	39. K. to Q. third
40. K. to Q. second	40. K. to Q. B. fourth
41. K. to Q. B. second	41. R. to K. B. sixth
42. Q. P. to Q. sixth	42. R. takes B. P. (check)
43. K. to Q. square	43. K. P. to K. sixth
44. Q. P. one	44. R. to Q. seventh (check)
45. K. to his square	45. K. to Kt. third
46. K. R. P. one	46. K. to Q. B. second
47. K. to B. square	47. K. R. P. one
48. K. to his square	48. R. to Q. Kt. seventh
49. K. to B. square	49. R. to K. B. seventh (check)
50. K. to his square	50. R. to Q. Kt. seventh

DRAWN GAME.

GAME CCCLXV.

Well contested Game, between two of the best Players in the Bristol Chess Club; Mr. E. W. gives the "Pawn and Move."

(White's K.'s B.'s P. must be taken from the board.)

Black. (Mr. —.)	*White.* (Mr. E. W.)
1. K. P. two	1. K. P. one
2. Q. P. two	2. Q. B. P. one
3. Q. B. P. two	3. B. checks
4. B. to Q. second	4. B. takes B. (check)
5. Q. Kt. takes B.	5. Q. P. two
6. Q. B. P. takes P.	6. Q. B. P. takes P.
7. K. P. one	7. K. Kt. to K. second
8. K. B. P. two	8. Castles
9. K. Kt. to R. third	9. K. Kt. to K. B. fourth
10. Q. Kt. to K. B. third	10. Q. Kt. to B. third
11. K. B. to Q. third	11. K. Kt. P. one (*a*)
12. B. takes Kt.	12. K. Kt. P. takes B.
13. Castles	13. B. to Q. second
14. Q. to K. square	14. K. to R. square
15. K. Kt. from R. third to his own fifth	15. Q. to K. second
16. Q. to K. R. fourth	16. R. to K. Kt. square
17. Q. to R. fifth	17. Q. R. to K. B. square
18. Q. R. to Q. square	18. Q. to K. Kt. second
19. Q. Kt. to K. R. fourth	19. B. to K. square
20. Q. to K. second	20. Q. to R. third
21. R. to Q. third	21. R. takes Kt. (*b*)
22. P. takes R.	22. Q. takes Kt.
23. K. Kt. P. two	23. Q. takes P. at Kt. fifth
24. K. to R. square	24. B. to K. Kt. third
25. P. takes P.	25. B. takes P.
26. R. to K. Kt. third	26. B. to K. fifth (check)
27. K. to Kt. square	27. R. takes R. (check)
28. Q. takes R.	28. Q. to K. B. fourth
29. Q. to her B. square	29. Q. to K. B. square
30. Q. to her square	30. Q. to her Kt. fifth
31. R. to Q. Kt. third	31. Q. to R. fifth
32. R. to Q. third	32. Q. takes Q. R. P.
33. Q. to K. B. square	33. B. to K. B. fourth
34. R. to Q. second	34. Q. to her Kt. sixth
35. Q. to K. B. fourth	35. Kt. to K. second
36. Q. to K. Kt. fifth	36. Kt. to K. Kt. square
37. K. R. P. two	37. Q. to K. R. sixth
38. R. to K. Kt. second	38. B. to K. Kt. third
39. R. to K. second	39. Q. to her sixth

Black. (Mr. —.)	*White.* (Mr. E. W.)
40. R. to Q. second	40. Q. to her Kt. eighth (check)
41. K. to B. second	41. Q. to K. B. fourth (check)
42. Q. takes Q.	42. B. takes Q.
43. Q. Kt. P. two	43. Kt. to K. second
44. Q. Kt. P. one	44. K. R. P. two
45. R. to Q. R. second	45. Q. R. P. one
46. P. takes P.	46. P. takes P.
47. R. takes P.	47. K. to his Kt. second
48. R. to Q. R. square	48. B. to K. Kt. fifth

AND, AFTER A FEW MORE MOVES, BLACK RESIGNED THE GAME.

Notes to Game CCCLXV.

(*a*) If he had moved his Knight to King's sixth, or have taken the Queen's Pawn, he would have lost the game.

(*b*) Well played.

GAME CCCLXVI.

Between Mr. ST——N and a German Amateur; the former giving his Queen's Knight.

(*Remove Black's Q.'s Kt. from the board.*)

Black. (Mr. ST—N.)	*White.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. P. two	3. B. takes Q. P.
4. K. B. P. two	4. B. takes Kt.
5. R. takes B.	5. Q. to K. R. fifth (check)
6. K. Kt. P. one	6. Q. takes K. R. P.
7. Q. B. to K. third	7. K. Kt. to B. third
8. P. takes P.	8. Kt. takes K. P.
9. B. takes K. B. P. (check)	9. K. takes B.
10. Q. to her fifth (check)	10. K. to his square
11. Q. takes Kt.	11. Q. Kt. to B. third
12. Castles	12. Q. Kt. P. one
13. Q. to K. Kt. fourth	13. Kt. takes K. P.
14. Q. takes K. Kt. P.	14. Kt. to K. B. second
15. Q. R. to K. square	

AND WHITE RESIGNED.

GAME CCCLXVII.

Between the same Antagonists; Mr. ST——N giving the Queen's Knight.

(*Remove Black's Q.'s Kt. from the board.*)

Black. (Mr. ST—N.)	*White.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Q. P. two	5. P. takes Kt.
6. Castles	6. P. takes K. Kt. P.
7. B. takes K. B. P. (check)	7. K. takes B.
8. R. takes P. (check)	8. K. Kt. to B. third
9. K. P. one	9. B. to K. second
10. Q. to K. R. fifth (check)	10. K. to his Kt. square
11. P. takes Kt.	11. B. takes P.
12. R. to K. Kt. fourth (check)	12. K. to his B. square
13. B. to K. R. sixth (check)	13. K. to his second
14. Q. R. to K. square (check)	

WHITE RESIGNED.

GAME CCCLXVIII.

Between Messrs. B——N and S—R—Y.

White. (Mr. B—N.)	*Black.* (Mr. S—R—Y.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. to K. B. third
5. Castles	5. Q. P. one
6. Q. Kt. P. two	6. K. B. to Q. Kt. third
7. Q. R. P. two	7. Q. R. P. one
8. K. R. P. one	8. K. R. P. one
9. Q. B. to Kt. second	9. K. Kt. P. two
10. Q. Kt. P. one	10. Q. R. P. takes P.
11. Q. R. P. takes P.	11. R. takes R.
12. B. takes R.	12. Q. Kt. to R. fourth
13. K. B. to Q. R. second	13. K. Kt. P. one
14. K. R. P. takes P.	14. Q. B. takes P.
15. Q. P. two	15. K. Kt. to K. second
16. Q. to her third	16. K. Kt. to his third
17. K. Kt. to R. second	17. K. R. P. one
18. K. B. P. two	18. K. Kt. takes K. B. P.
19. Q. to her second	19. Q. to K. Kt. fourth

White. (Mr. B—N.)	*Black.* (Mr. S—R—Y.)
20. K. Kt. to B. third	20. Q. B. takes Kt.
21. R. takes Q. B.	21. R. to K. Kt. square
22. Q. to K. B. second	22. Q. takes K. Kt. P. (check)
23. Q. takes Q.	23. R. takes Q. (check)
24. K. to B. square	24. R. takes K. B.

AND WHITE RESIGNED.

GAME CCCLXIX.

Between the same Players.

Black. (Mr. S—R—Y.)	*White.* (Mr. B—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Kt. takes Q. P.
4. K. B. to Q. B. fourth	4. Kt. takes Kt. (check)
5. Q. takes Kt.	5. Q. to K. B. third
6. Q. to K. third	6. K. Kt. to R. third
7. K. R. P. one	7. Q. Kt. P. one
8. Q. Kt. to B. third	8. Q. B. P. one
9. Castles	9. K. B. to Q. B. fourth
10. Q. to K. Kt. third	10. Q. P. one
11. Q. R. P. one	11. Q. to K. Kt. third
12. Q. to K. B. third	12. Q. B. to K. third
13. K. B. to Q. third	13. Q. R. P. two
14. Q. B. takes Kt.	14. Q. takes B.
15. Kt. to K. second	15. Castles on K. side
16. Q. B. P. one	16. Q. P. one
17. Kt. to K. Kt. third	17. K. Kt. P. one
18. K. P. takes Q. P.	18. Q. B. P. takes P.
19. Q. to K. B. sixth	19. Q. to K. B. fifth
20. Q. takes Q.	20. P. takes Q.
21. Kt. to K. second	21. P. to K. B. sixth
22. Kt. to K. B. fourth	22. P. takes K. Kt. P.
23. K. R. to K. square	23. Q. R. to his second
24. Q. Kt. P. two	24. R. P. takes P.
25. R. P. takes P.	25. R. takes R.
26. R. takes R.	26. K. B. to Q. third
27. Kt. takes Q. B.	27. P. takes Kt.
28. R. to Q. R. sixth	28. B. to K. fourth
29. R. takes P.	29. B. takes Q. B. P.
30. R. takes P.	30. B. takes Q. Kt. P.
31. K. takes P.	31. R. to K. B. fifth
32. B. to Q. Kt. square	32. R. to Q. fifth
33. B. to Q. R. second	33. R. to Q. seventh
34. B. to Kt. third	34. K. to his Kt. second

Black. (Mr. S—R—Y.)	*White.* (Mr. B—N.)
35. K. to his B. square	35. Q. P. one
36. R. to Q. Kt. sixth	36. B. to Q. B. sixth
37. R. to Q. Kt. seventh (check)	37. K. to R. third
38. B. to K. Kt. eighth	38. Q. P. one
39. K. B. P. two	39. R. to Q. eighth (check)
40. K. to B. second	40. B. to Q. fifth (check)
41. K. to his Kt. second	41. B. to K. Kt. second

DRAWN GAME.

GAME CCCLXX.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 48th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. K. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to Q. third
7. K. Kt. to B. third	7. Castles
8. K. R. P. one	8. Q. Kt. to B. third
9. Castles	9. K. R. P. one
10. Q. to her third	10. Q. Kt. to Q. R. fourth
11. K. B. to Q. Kt. fifth	11. Q. R. P. one
12. K. B. to Q. R. fourth	12. Q. B. P. two
13. K. B. to Q. B. second (*a*)	13. Q. B. P. one
14. Q. to K. second	14. Q. Kt. P. two
15. Kt. to K. fourth	15. Q. B. to Q. Kt. second
16. Q. B. to Q. second	16. K. Kt. takes Kt.
17. K. B. takes K. Kt.	17. K. R. to K. square
18. Kt. to K. fifth	18. K. B. takes Kt.
19. P. takes B.	19. B. takes B.
20. B. takes Kt.	20. Q. to her fourth
21. K. B. P. two	21. K. R. to K. third (*b*)
22. Q. R. to Q. square	22. Q. to her B. third
23. K. R. to K. B. second	23. Q. R. to K. square
24. Q. B. to his third	24. K. B. P. two
25. K. to R. second	25. K. to R. second
26. K. Kt. P. two	26. K. Kt. P. one
27. Q. to K. third	27. B. to Q. sixth
28. K. R. to K. Kt. second	28. B. to K. fifth
29. R. to K. Kt. third	29. Q. to her B. second
30. Q. R. to Q. fourth	30. Q. R. to K. B. square

White. (M. De la B.)	*Black.* (Mr. M'D.)
31. Q. R. to Q. sixth	31. Q. R. to K. square (*c*)
32. Q. to her fourth	32. Q. R. to K. second
33. K. R. P. one	33. B. to Q. sixth
34. K. R. P. one	34. K. B. P. takes P.
35. P. takes P. (check)	35. B. takes P.
36. K. R. takes K. Kt. P.	36. B. to K. B. fourth
37. K. R. to K. Kt. second	37. Q. to her Kt. second
38. R. takes R.	38. R. takes R.
39. R. to Q. second	39. Q. to K. B. second
40. K. to his Kt. square	40. R. to K. Kt. third (check)
41. R. to K. Kt. second	41. B. to K. R. sixth (*d*)
42. R. takes R.	42. Q. takes R. (check)
43. K. to his B. second	43. Q. to K. Kt. seventh (check)
44. K. to his square	44. Q. to K. R. eighth (check)
45. K. to Q. second	45. B. to K. Kt. fifth
46. K. to Q. B. second	46. Q. to K. Kt. seventh (check)
47. B. to Q. second	47. Q. R. P. one
48. Q. R. P. one	48. B. to K. B. fourth (check)
49. K. to B. third	49. Q. to K. B. sixth (check)
50. Q. to K. third	50. Q. to her fourth
51. Q. to her R. seventh (check)	51. K. to his Kt. third
52. Q. to K. Kt. square (check)	52. K. to his B. second
53. Q. to her R. seventh (ch.)	53. B. to Q. second
54. K. to Q. B. second	54. Q. to her sixth (check)
55. K. to B. square	55. Q. R. P. one
56. B. to K. square	56. Q. to K. B. fourth
57. Q. to K. B. second	57. Q. to K. Kt. fifth
58. K. to Q. second	58. K. R. P. one
59. K. to his third	59. K. to his Kt. third
60. Q. to her B. second (check)	60. B. to K. B. fourth
61. Q. to K. second	61. Q. to K. Kt. eighth (check)
62. Q. to K. B. second	62. Q. takes Q. (check)
63. K. takes Q.	63. K. R. P. one
64. K. to B. third	64. K. to R. fourth
65. B. to Q. second	65. B. to K. third
66. K. to Kt. second	66. K. to Kt. fifth
67. Q. B. to his square	67. K. R. P. one (check)
68. K. to R. second	68. K. to B. sixth
69. B. to Q. second	69. K. to his seventh
70. Q. B. to his third	70. K. to Q. sixth
71. K. to Kt. third	71. K. to Q. B. seventh
72. K. to R. second	72. K. to Q. Kt. sixth
73. K. to Kt. third	73. Q. Kt. P. one
74. P. takes P.	74. Q. R. P. one (*e*)
75. P. takes P.	75. K. takes B.
76. Q. Kt. P. one	76. K. to Q. seventh

White. (M. De la B.)	*Black.* (Mr. M'D.)
77. Q. Kt. P. one	77. B. to Q. fourth
78. K. P. one	78. Q. B. P. one
79. K. P. one	79. Q. B. P. one
80. K. P. one, becoming a Q.	80. Q. B. P. one, becoming a Q.
81. K. takes K. R. P.	81. Q. to K. R. eighth (check)
82. K. to Kt. fourth	82. B. to K. B. sixth (check)
83. K. to B. fifth	83. Q. to her Kt. eighth (check)
84. K. to Kt. fifth	84. Q. to K. Kt. eighth (check)
85. K. to B. sixth	85. Q. takes Q. Kt. P. (check)
86. Q. to K. sixth	86. Q. to her square (check)
87. K. to Kt. sixth	87. B. to Q. fourth
88. Q. to K. B. sixth	88. Q. to K. Kt. square (check)
89. K. to R. sixth	89. K. to his sixth
90. Q. R. P. one	90. B. to K. fifth
91. Q. R. P. one	91. Q. to K. R. second (check)
92. K. to Kt. fifth	92. Q. to K. Kt. square (check)
93. K. to R. sixth	

AND THE GAME WAS DECLARED DRAWN.

Notes to Game CCCLXX.

(*a*) The young player, upon examining the position, will perceive that White would have lost his Queen, if he had ventured to take the Pawn with his Queen's Pawn.

(*b*) At first sight it appears that Black might here have gained "the exchange," by moving his Bishop to Queen's sixth: in that case, however, his opponent, by playing the Queen to her second, and interposing the Rook, if Black afterwards checked with his Queen at her Bishop's fourth, would have avoided any loss.

(*c*) If Black had exchanged Rooks, and taken the Pawn with his Queen, he would have been mated in a very few moves.

(*d*) A good move.

(*e*) This part of the game is finely played by Mr. M'Donnell.

PROBLEMS FOR YOUNG PLAYERS.

No. 105.

By Mr. C. R. L—e.

White.	*Black.*
K. at Q. R.'s seventh	K. at Q. R.'s fifth
R. at Q. Kt.'s second	Pawn at Q. Kt.'s third
Kt. at Q. R.'s third	
Pawn at Q. R.'s second	

White to play, and checkmate with his Pawn in four moves.

No. 106.

By C. R. L——E.

White.	*Black.*
K. at his B.'s sixth	K. at Q.'s third
R. at K.'s seventh	R. at K. Kt.'s square
R. at Q. B.'s square	R. at K. Kt.'s seventh
B. at Q. Kt.'s second	B. at K. B.'s fourth
Kt. at K.'s third	Kt. at K. Kt.'s third
Pawns at K. R.'s second, Q.'s fifth, and at Q. Kt.'s fourth	Kt. at Q.'s fifth
	Pawns at K.'s fifth, K. R.'s second, and at Q. Kt.'s third

White, playing first, gives mate in six moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 103.

White.	*Black.*
1. Kt. to Q.'s fourth (check)	1. K. to his Kt.'s fifth (best)
2. K. to his B.'s sixth	2. K. to his B.'s fifth
3. R. to K. R.'s fourth, CHECKMATE.	

No. 104.

White.	*Black.*
1. Kt. to Q. B.'s sixth	1. K. takes Kt.
2. B. to K.'s fourth, CHECKMATE.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 153.

White.	*Black.*
K. at his B.'s seventh	K. at his R.'s third
R. at Q.'s square	R. at Q. R.'s eighth
B. at Q. B.'s fifth	Kt. at K. B.'s sixth
Kt. at K.'s sixth	Kt. at Q. Kt.'s sixth
Pawn at K. Kt.'s fourth	Pawns at K. B.'s fifth, Q. B.'s sixth, and Q. Kt.'s seventh

White to play first, and win the game.

No. 154.

White.	*Black.*
K. at Q. R.'s square	K. at Q. R.'s square
R. at K. R.'s square	Q. at K.'s fifth
R. at Q. B.'s square	R. at Q. B.'s third
B. at K. Kt.'s third	B. at Q. R.'s sixth
Kt. at Q. Kt.'s third	Kt. at Q.'s second
Pawns at K. R.'s second, Q.'s sixth, Q. B.'s fifth, and Q. R.'s second	Pawns at K. R.'s fourth, K. Kt.'s third, Q. Kt.'s second, and Q. R.'s second

White, playing first, to win.

No. 155.

White.	*Black.*
K. at his square	K. at Q. Kt.'s square
R. at K. R.'s square	R. at Q. B.'s square
R. at K.'s seventh	R. at Q. Kt.'s seventh
Kt. at K.'s fifth	Kt. at Q. Kt.'s fourth
Pawn at Q. Kt.'s sixth	Pawn at Q. R.'s third

White to move, and win.

No. 156.

White.	*Black.*
K. at his R.'s square	K. at his R.'s third
Q. at K.'s fourth	Q. at K. B.'s eighth
B. at K. Kt.'s square	Pawns at K. R.'s fifth, K. Kt.'s second, K. B.'s fifth, and K.'s fourth
Pawns at K. R.'s second, and K. B.'s third	

White to play, and draw the game.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 113.

White.	*Black.*
1. Q. to K. B.'s seventh (check)	1. K. to his R.'s square
2. Q. to K. B.'s eighth (check)	2. K. to his R.'s second
3. R. to K. R.'s second (check)	3. K. to his Kt.'s third
4. Q. to K. B.'s seventh (check)	4. K. to his Kt.'s fourth
5. B. to K.'s third (check)	5. Q. interposes
6. P. takes Q., CHECKMATE.	

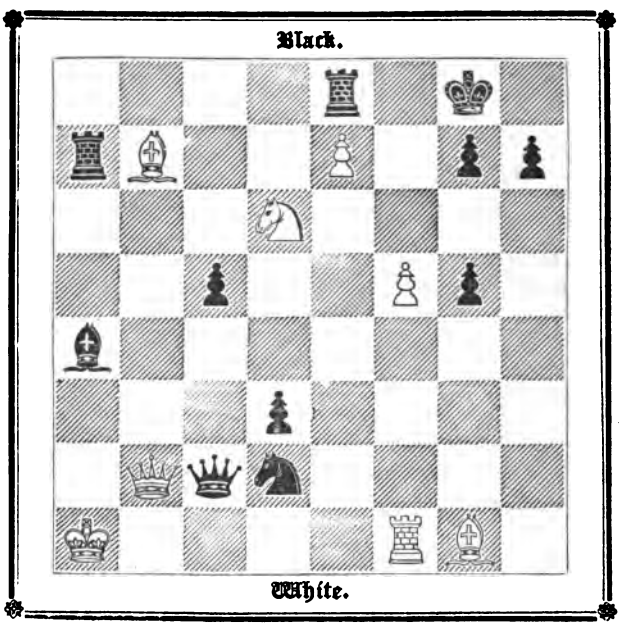
No. 114.

White.	*Black.*
1. Kt. to K. B.'s fifth (discov. ch.)	1. Q. Kt. P. one (best)
2. P. takes P. (check)	2. K. to R.'s square (best)
3. Q. B. P. one, becoming a Q. (check)	3. R. takes Q.
4. R. takes R. (check)	4. K. to Kt.'s second
5. Kt. to Q.'s sixth, CHECKMATE.	

PROBLEM, No. 116.

By C. R. L——E.

White mates in eight moves.



ELEMENTARY LESSONS

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

Lesson Fifth.

On the King's Bishop's Opening.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. B. P. one	3. Q. P. two
4. B. takes Q. P.	4. K. Kt. to B.'s third
5. Q. to her Kt.'s third	

In our last lesson, Black, for his fifth move, Castled; we will now consider the effect of his playing another apparently good move, *viz.*

	5. Kt. takes B.
6. Q. takes Kt.	6. Q. to K. Kt.'s fourth

If White take the Knight with his Pawn instead of with the Queen, his adversary will have a better game.

Should Black take the Queen instead of moving his Queen to King's Knight's fourth, the following moves will probably occur :—

	Q. takes Q.
K. P. takes Q.	Q. Kt. to Q.'s second
Q. B. P. one	Q. Kt. to his third
Q. Kt. P. one	
7. K. Kt. P. one.	7. Q. Kt. to Q.'s second.

Instead of bringing out the Knight, Black may retire his Bishop to Queen's Knight's third; in either case White should play the following move :—

8. K. B. P. two	8. Q. to K. B.'s third
9. K. Kt. to K.'s second	9. Q. B. P. one

If Black, at his ninth move, Castle, instead of attacking the Queen, White may advance his Queen's Pawn two squares, and have a well opened game.

10. Q. to her third.	10. Castles.

AND WE PREFER BLACK'S GAME.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. B. P. one	3. Q. to K.'s second

Black's third move is one of the best he can adopt in reply to the preceding move of the first player.

4. K. Kt. to B.'s third. 4. Q. P. one.

If White, instead of moving his Knight to Bishop's third, were to play him to the King's second, Black might take the King's Bishop's Pawn with his Bishop, checking, and, upon the King taking the Bishop, check with his Queen at her Bishop's fourth, gaining the adverse Bishop in return for his own. When White's Knight is at King's Bishop's third, the second player cannot advantageously pursue this line of play. Should White, instead of bringing out his Knight, advance the King's Bishop's Pawn two squares, his opponent, by taking the Knight with his Bishop, and afterwards playing his Queen to her Bishop's fourth, would win a piece. If, however, upon the advance of White's King's Bishop's Pawn, Black take it, the following moves show that he will expose himself to a dangerous attack.

White.	*Black.*
K. B. P. two	K. P. takes P.
Q. P. two	Q. takes K. P. (check)
K. to his B.'s second	B. to K.'s second
K. Kt. to B.'s third	K. Kt. to B.'s third
K. R. to K.'s square	Kt. to his fifth (check)
K. to his Kt.'s square	Kt. to K.'s sixth
Q. B. takes Kt.	P. takes B.
Q. Kt. to Q.'s second	Q. to K. B.'s fifth
Q. Kt. to K. B.'s square	Castles
Q. Kt. takes P.	

Black's fourth move, Queen's Pawn one square, is a very good one.

5. Q. P. one	5. K. Kt. to B.'s third
6. Castles	6. Q. Kt. to K.'s third

For the remaining Variations arising from Black's playing Queen's Pawn two, at his third move, we must refer the student to Mr. Lewis's Work alluded to in our preceding Lesson.

CURIOUS PROBLEMS,

FROM MSS. IN THE LIBRARY OF THE BRITISH MUSEUM.

The two following, not very subtle specimens of Ancient Chess Strategy, are taken from a beautiful Arabic MS.

No. 1.

White to play, and win in four moves.

White.	*Black.*
K. at Q. B.'s seventh	K. at Q. R.'s square
Q. at her R.'s sixth	Q. at K. B.'s third
R. at Q. Kt.'s seventh	R. at Q. R.'s fifth
B. at Q. R.'s third	B. at Q.'s third
	Pawn at K.'s second

No. 2.

White to play, and win in four moves.

White.	*Black.*
K. at Q.'s square	K. at Q.'s square
R. at Q. R.'s seventh	Q. at K.'s third
R. at Q. Kt.'s seventh	R. at K. B.'s square
Kt. at K. Kt.'s fifth	R. at K. B.'s second
P. at Q. B.'s sixth	Kt. at K.'s fourth
Pawn at Q.'s sixth	B. at Q. B.'s square

The first of these positions will somewhat startle players accustomed to consider the pieces invested with the powers which modern improvements in the game have conferred on them; and, to render it at all intelligible, we must premise that, up to about the thirteenth century, the King was permitted to move only when checked, and then his range of action, either for escape or to capture an enemy, was confined to one square, *in a right line*, (he could neither move nor take angularly); that the Queen could move only one square at a time *diagonally*, and *never directly*; and that the Bishop was restricted in his range of action to the *third square*, diagonally, from the one on which he stood.* The moves and powers of the Rook, the Knight, and of the Pawn, appear to have undergone no change, but to be now precisely the same as at the period when the problems under consideration were invented.

---

* See an Article on the Chess-men of our Ancestors, p. 61 of the present Volume.

Solutions.

No. 1.

White.	*Black.*
1. R. to Q. Kt.'s eighth (check)	1. K. to Q. R.'s second

Bearing in mind the above made observations on the extremely limited powers of the Chess Queen formerly, the reader will understand that, as her action was confined to one square diagonally, the adverse King could be moved to the next square, in a right line, without being any more in check than if he were placed in the same relative position with an opposing Pawn.

2. R. to Q. R.'s eighth (check)	2. K. takes R.
3. Q. to her Kt.'s seventh (check)	3. K. to Q. R.'s second
4. B. to Q. B.'s fifth, CHECKMATE.	

As the ancient *Alfyn*, or Bishop was restricted in his operation to the *third square* diagonally, from the one on which he stood, the Black Bishop has no power to take the adverse Bishop; and, for the same reason, the White King can stand on the *next* square angularly, with as much impunity as if an adverse Knight, instead of a Bishop, were his neighbour.

No. 2.

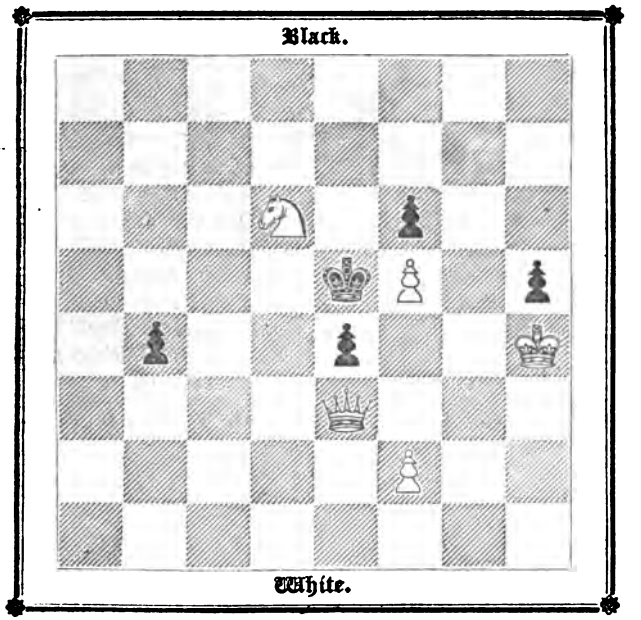
White.	*Black.*
1. Kt. takes Q. (check)	1. B. takes Q.
2. R. to Q. Kt.'s eighth (check)	2. B. to Q. B.'s square
3. R. takes B. (check)	3. K. takes R.
4. R. to Q. R.'s eighth, CHECKMATE.	

To the SECRETARIES and HEADS of CHESS CLUBS.—An eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may reasonably calculate on some assistance from the class immediately concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired, that is remarkable, instructive and entertaining.

PROBLEM, No. 117.

By the Rev. H. BOLTON.

White, playing first, to checkmate in seven moves.



GAME CCCLXXI.

Between two distinguished Amateurs; Black giving "the Pawn and two Moves."

(*Remove Black's K. B.'s P. from the board.*)

White. (Mr. —.)	*Black.* (Mr. —.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. K. P. one	4. K. Kt. P. one
5. K. R. P. two	5. P. takes Q. P.
6. K. R. P. one	6. Q. to her R. fourth (check)
7. B. to Q. second	7. Q. takes K. P. (check)
8. K. to B. square	8. K. Kt. to K. second
9. P. takes K. Kt. P.	9. P. takes P.
10. R. takes R.	10. Q. takes R.
11. Q. to K. Kt. fourth	11. Q. to K. Kt. second
12. K. Kt. to B. third	12. Q. Kt. to B. third

White. (Mr. —.)	*Black.* (Mr. —.)
13. Q. B. to K. Kt. fifth	13. K. Kt. to K. B. fourth
14. Q. Kt. to Q. second	14. Q. P. two
15. R. to K. square	15. B. to K. second
16. B. takes B.	16. Q. Kt. takes B.
17. K. Kt. to K. fourth	17. B. to Q. second
18. B. takes Kt.	18. K. P. takes B.
19. Q. takes P. at her fourth	19. Q. to K. R. second
20. K. to Kt. square	20. Castles
21. Q. takes Q. R. P.	21. R. to K. R. square
22. K. B. P. one	22. Q. to K. R. seventh (check)
23. K. to B. second	23. Q. to R. fifth (check)
24. K. to his second	24. Kt. to Q. B. third
25. Q. to her B. fifth	25. Q. Kt. P. one
26. Q. to her B. third	26. Q. P. one
27. Q. to her B. fourth	27. Q. Kt. P. one
28. Q. to her B. fifth	28. R. to K. square
29. K. to Q. square	29. Q. takes R. (check)
30. K. takes Q.	30. R. takes Kt. (check)
31. Q. takes R.	31. Kt. takes Q.

AND, AFTER A FEW MORE MOVES, WHITE RESIGNED.

GAME CCCLXXII.

Between the same Players; Black giving "the Pawn and two Moves."

(*Remove Black's K. B.'s P. from the board.*)

White. (Mr. —.)	*Black.* (Mr. —.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. K. P. one	4. K. Kt. P. one
5. Q. to K. Kt. fourth	5. Q. to K. second
6. K. Kt. to B. third	6. P. takes P.
7. Q. takes Q. P. (*a*)	7. Q. Kt. to B. third
8. Q. to K. Kt. fourth	8. K. Kt. to R. third
9. Q. to K. R. third	9. K. Kt. to K. B. fourth
10. Q. B. to K. Kt. fifth (*b*)	10. Q. to her Kt. fifth (check)
11. Q. B. to Q. second	11. Q. takes Q. Kt. P.
12. Castles	12. Q. takes R.
13. K. Kt. P. two	13. Q. takes Q. R. P.
14. P. takes Kt.	14. K. P. takes P.
15. Q. Kt. to B. third	15. Q. to K. Kt. square
16. Q. Kt. to his fifth	16. K. to Q. square.
17. Q. Kt. to Q. sixth	17. Q. Kt. P. one (*c*)
18. K. B. to Q. B. fourth	18. Q. to Kt. second

White. (Mr. —.)	*Black.* (Mr. —.)
19. Kt. to K. B. seventh (check)	19. K. to Q. B. second
20. Kt. takes R.	20. Q. takes Kt.
21. Q. to K. Kt. third	21. K. to Q. Kt. second
22. K. B. to Q. fifth	22. Q. to K. Kt. second
23. Kt. to Q. fourth	23. K. R. P. one
24. R. to Q. Kt. square (*d*)	24. R. to Q. Kt. square
25. Q. to K. B. third	25. K. to Q. B. second
26. B. takes Kt.	26. P. takes B.
27. Q. takes P. (check)	27. K. to Q. square
28. R. to Q. square (*e*)	28. Q. to her second
29. Kt. to K. sixth (check)	29. K. to his square (*f*)
30. Kt. to Q. B. seventh (check)	30. K. to Q. square
31. B. to K. Kt. fifth (check)	31. P. takes B.
32. Kt. to K. sixth (check)	32. K. to his second
33. R. takes Q. (check)	33. B. takes R.
34. Q. to her sixth (check)	34. K. to B. second
35. Kt. takes P. (check)	35. K. to his Kt. second

AND WHITE MATES IN THREE MOVES. (*g*)

Notes to Game CCCLXXII.

(*a*) He should have taken with the Knight; by taking with the Queen, he enabled Black to gain a move.

(*b*) Badly played.

(*c*) A feeble move: it would have been better play to have taken the Knight.

(*d*) Lost time: he ought to have played his Queen at once to King's Bishop's third.

(*e*) This is a skilful move.

(*f*) If he had ventured to take the Knight, White would have mated him next move.

(*g*) The latter portion of this game is cleverly conducted by the first player.

GAME CCCLXXIII.

Between Mr. H——, of the Brazils, and Mr. C. F., of Carlow.

White. (Mr. C. F—.)	*Black.* (Mr. H—.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. B. takes P.	4. P. takes P.
5. Q. to Q. Kt. third	5. Q. to K. B. third
6. K. Kt. to B. third	6. K. R. P. one
7. Castles	7. P. to Q. sixth

White. (Mr. C. F—.)	*Black.* (Mr. H—.)
8. Q. Kt. to B. third	8. K. B. to Q. third
9. Kt. to K. fourth	9. Q. to K. second
10. Kt. takes B.	10. P. takes Kt.
11. K. R. to Q. square	11. K. Kt. to B. third
12. R. takes P.	12. Castles
13. Kt. to Q. fourth	13. Q. R. P. one
14. Q. R. P. two	14. Q. Kt. to B. third
15. Q. R. P. one	15. Q. Kt. to K. fourth
16. R. to Q. square	16. Kt. takes B.
17. Q. takes Kt.	17. B. to K. third
18. Kt. takes B.	18. P. takes Kt.
19. K. P. one	19. Q. R. to Q. B. square
20. Q. to her Kt. fourth	20. Q. to K. B. second
21. K. B. P. two	21. Q. P. one
22. K. P. one	22. R. to B. fifth
23. Q. to K. square	23. Kt. to K. R. fourth
24. K. Kt. P. one	24. Q. to K. Kt. third
25. Q. R. to his third	25. Kt. takes K. B. P.
26. B. takes Kt.	26. Q. R. takes B.
27. Q. to her second	27. Q. R. to K. B. seventh
28. Q. to her third	28. Q. to K. R. fourth
29. K. R. P. two	29. Q. to K. Kt. fifth
30. K. R. to Q. second	30. Q. R. to K. B. sixth
31. Q. to her B. second	31. Q. takes P.
32. R. interposes	32. R. MATES.

GAME CCCLXXIV.

Between Mr. J. W——, one of the most skilful members of the Bristol Chess Club, and a well known Metropolitan Player.

White. (Mr. —.)	*Black.* (Mr. J. W—.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. K. P. one
4. K. P. one	4. Q. P. two
5. Q. B. P. one	5. K. B. to K. second
6. Q. P. two	6. K. B. P. one
7. K. B. to Q. third	7. Q. B. P. takes P.
8. Kt. takes P.	8. K. Kt. to R. third
9. Q. to K. R. fifth (check)	9. Kt. to K. B. second
10. Kt. takes K. P.	10. Q. B. takes Kt.
11. K. B. P. one	11. Q. Kt. takes K. P. (*a*)
12. P. takes Q. B.	12. Kt. takes B. (check)
13. K. to Q. second	13. Q. Kt. to K. fourth
14. R. to K. square	14. Castles

White. (Mr. —.)	*Black.* (Mr. J. W—.)
15. P. takes Kt. (check)	15. R. takes P.
16. K. to Q. B. second	16. Q. to her B. second
17. Q. B. to K. B. fourth	17. B. to Q. third
18. Q. Kt. to Q. second	18. K. R. to K. second
19. Q. R. to Q. square	19. Q. Kt. P. two
20. Kt. to K. B. third	20. K. Kt. P. one
21. Q. to R. third	21. Kt. takes Kt.
22. Q. takes Kt.	22. K. R. takes R.
23. Q. takes Q. P. (check)	23. K. to Kt. second
24. B. takes B. (*b*)	24. K. R. takes R.
25. Q. takes K. R.	25. Q. to her B. third

AND, AFTER A FEW MORE MOVES, WHITE RESIGNED.

Notes to Game CCCLXXIV.

(*a*) Instead of this move, he should have played King's Knight's Pawn one square, gaining a piece.

(*b*) Badly played: had he taken Rook with Rook, he would have got the better game.

GAME CCCLXXV.

The two following well contested Games were played by correspondence, some months since, between the best Chess Player in Hampshire, Mr. H. W——N, and the first player in the Nottingham Chess Club, Mr. N——M. They excited considerable interest at the time of playing, and, as they have only been recorded in a Newspaper, will, in all probability, be new to our Subscribers.

White. (Mr. H. W—N.)	*Black.* (Mr. N—M.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. one
3. Q. Kt. to B. third	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. K. Kt. to B. third
5. Q. P. one	5. Q. P. two
6. B. to K. Kt. fifth	6. Q. P. one
7. Q. Kt. to K. second	7. K. B. to K. second
8. Kt. to K. Kt. third	8. Q. checks
9. B. interposes	9. Q. to B. second
10. K. B. to K. second	10. K. R. P. two
11. B. to K. Kt. fifth	11. K. Kt. P. one
12. Q. to her second	12. K. P. one
13. K. R. P. two	13. K. Kt. to his fifth
14. B. takes B.	14. Q. takes B.
15. Q. R. P. one	15. Q. R. to Kt. square
16. Castles on K.'s side	16. Q. R. P. one

White. (Mr. H. W—n.)	*Black.* (Mr. N—m.)
17. Q. R. to Kt. square	17. Q. Kt. P. two
18. P. takes P.	18. R. takes P.
19. B. to Q. square	19. B. to Q. second
20. B. to R. fourth	20. R. to Q. Kt. third
21. K. R. to Q. B. square	21. Castles
22. Q. to K. Kt. fifth	22. Q. takes Q.
23. P. takes Q.	23. Q. Kt. to his square
24. B. takes B.	24. Kt. takes B.
25. Kt. to Q. second	25. K. B. P. one
26. K. B. P. one	26. Kt. to K. sixth
27. P. takes P.	27. K. R. takes P.
28. Kt. from Kt. third to B. square	28. Kt. takes Kt.
29. K. takes Kt.	29. K. to B. second
30. K. to his second	30. Q. R. to Q. Kt. square
31. Kt. to Q. B. fourth	31. K. Kt. P. one
32. K. R. to his square	32. K. R. P. one
33. Q. Kt. P. two	33. Q. B. P. takes P.
34. R. takes P.	34. R. takes R.
35. P. takes R.	35. R. to K. third
36. R. to Q. R. square	36. Kt. to K. B. square
37. K. to B. second	37. Kt. to K. Kt. third
38. K. Kt. P. one	38. P. takes P. (check)
39. K. takes P.	39. Kt. to K. B. fifth
40. Q. R. to his third	40. K. to B. third
41. K. to Kt. fourth	41. R. to Q. B. third
42. Kt. to Q. Kt. second	42. R. to Q. Kt. third
43. Kt. to Q. B. fourth	43. R. to Q. B. third
44. Kt. to Q. Kt. second	44. R. to Q. Kt. third
45. Kt. to Q. R. fourth	45. R. takes P.
46. Kt. to Q. B. fifth	46. R. to Q. Kt. fourth
47. R. takes P. (check)	47. K. to his second
48. R. to Q. B. sixth	48. R. to Q. R. fourth
49. K. takes P.	49. R. takes Kt.
50. R. takes R.	50. Kt. to K. third (check)
51. K. to B. fifth	51. Kt. takes R.
52. K. takes P.	52. Kt. takes Q. P. (check)
53. K. takes Q. P.	

DRAWN GAME.

GAME CCCLXXVI.

Between the same Players.

Black. (Mr. N—M.)	*White.* (Mr. H. W—N.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. K. P. one
3. Q. Kt. to B. third	3. Q. B. P. one
4. K. P. one	4. K. Kt. to B. third
5. K. Kt. to B. third	5. K. B. to Q. Kt. fifth
6. Q. B. to Q. second	6. B. takes Kt.
7. B. takes B.	7. Q. Kt. to Q. second
8. Q. B. P. one	8. Kt. to K. fifth
9. Q. to her B. second	9. Castles
10. K. B. to Q. third	10. K. B. P. two
11. K. R. P. two	11. K. P. one
12. Kt. takes K. P.	12. Kt. takes Kt.
13. P. takes Kt.	13. Kt. takes Q. B. P.
14. Q. B. to Q. Kt. fourth	14. Kt. takes K. B. (check)
15. Q. takes Kt.	15. K. R. to B. second
16. K. B. P. two	16. Q. Kt. P. one
17. B. to Q. sixth	17. B. to K. third
18. K. Kt. P. one	18. Q. B. P. one
19. K. to B. second	19. Q. B. P. one
20. Q. to her fourth	20. K. R. to Q. Kt. second
21. K. to Kt. square	21. K. R. P. two
22. K. to B. second	22. Q. R. P. two
23. Q. R. P. one	23. Q. Kt. P. one
24. Q. to her second	24. Q. to her Kt. third
25. K. R. to Q. B. square	25. K. Kt. P. one
26. Q. to her fourth	26. Q. R. to Q. B. square
27. Q. Kt. P. two	27. Q. takes Q.
28. P. takes Q.	28. Q. R. P. one

DRAWN GAME.

GAME CCCLXXVII.

Between Mr. ST——N and an Amateur; Mr. ST——N giving his Queen's Rook, which must be removed from the board.

White. (Mr. ST—N.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. P. one
5. Q. P. two	5. P. takes P.
6. Q. Kt. P. two (*a*)	6. B. to Q. Kt. third

White. (Mr. St—n.)	*Black.* (Mr. —.)
7. P. takes P.	7. K. Kt. to B. third (*b*)
8. Q. Kt. to B. third	8. K. R. P. one
9. Castles	9. Castles
10. Q. Kt. P. one	10. Q. Kt. to K. second
11. Q. to her third	11. Q. Kt. to K. Kt. third
12. K. P. one	12. Q. P. one (*c*).
13. K. B. to Q. Kt. third	13. K. Kt. to K. R. second
14. Q. Kt. takes Q. P.	14. Q. B. P. two
15. Q. takes Q. Kt.	15. K. B. P. takes Q.

AND WHITE GIVES CHECKMATE IN TWO MOVES.

Notes to Game CCCLXXVII.

(*a*) This move is to prevent Black checking with his Bishop when White takes the Pawn at Queen's fourth, and may frequently be made with advantage, if odds are given.

(*b*) Had he taken the Queen's Knight's Pawn, White would have gained a piece.

(*c*) Any other move would have lost one of the Knights.

GAME CCCLXXVIII.

Between Captain J. G. B., of Canobie, and an Amateur.

White. (Capt. B.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to K. Kt. second
5. Q. P. two	5. K. R. P. one
6. Castles	6. Q. P. one
7. Q. B. P. one	7. K. Kt. to B. third
8. Q. to her Kt. third	8. Q. to K. second
9. K. P. one	9. P. takes P.
10. Kt. takes P.	10. Castles
11. Kt. to his sixth	11. Q. to K. square
12. Q. Kt. to R. third	12. Q. R. P. one
13. Kt. takes R.	13. B. takes Kt.
14. Q. B. takes P.	14. P. takes B.
15. Q. R. to K. square	15. Q. to her second
16. R. takes P.	16. Q. Kt. P. two
17. R. takes Kt.	17. P. takes B.
18. Kt. takes P.	18. Q. Kt. to B. third
19. Q. R. to K. B. square	19. Q. R. to Kt. square
20. Q. to her B. second	20. Q. to her fourth
21. R. takes K. B. P.	21. K. B. to Kt. second
22. Q. to K. Kt. sixth, and wins.	

GAME CCCLXXIX.

Between Mr. ST——N and one of the best Metropolitan Players.

Black. (Mr. ST—N.)	*White.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. K. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. B. to Q. Kt. third
7. Q. P. two	7. P. takes P.
8. Kt. takes P.	8. B. takes Kt.
9. P. takes B.	9. Q. P. one
10. K. B. P. two	10. K. Kt. to B. third
11. K. P. one	11. Q. P. takes P.
12. K. B. P. takes P.	12. K. Kt. to Q. fourth
13. Q. B. to Q. R. third	13. Q. B. to K. third
14. Q. to her third	14. Q. Kt. to K. second
15. Q. Kt. to Q. second	15. Castles
16. Q. Kt. to K. fourth	16. K. R. P. one
17. K. B. takes Kt.	17. B. takes B.
18. Kt. to K. B. sixth (check)	18. P. takes Kt.
19. Q. B. takes Kt.	19. Q. takes B.
20. Q. to K. Kt. third (check)	20. K. to his R. second
21. P. takes P.	21. K. R. to K. Kt. square
22. P. takes Q.	22. R. takes Q.
23. K. R. P. takes R.	23. Q. R. to K. square
24. Q. R. to K. square	24. B. to K. third
25. R. to K. fifth	

AND, AFTER A FEW MOVES, WHITE RESIGNED.

GAME CCCLXXX.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 49th.)

White. (M. DE LA B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one (*a*)
4. Q. B. P. one	4. Q. to K. second
5. Castles	5. K. Kt. to B. third
6. Q. P. two	6. K. B. to Q. Kt. third
7. Q. B. to K. Kt. fifth	7. Q. B. P. one
8. Q. Kt. to Q. second	8. K. R. P. one
9. Q. B. to K. R. fourth	9. K. Kt. P. two

White. (M. De la B.)	*Black.* (Mr. M'D.)
10. Q. B. to K. Kt. third	10. K. B. to Q. B. second
11. K. B. to Q. Kt. third	11. Q. B. to K. Kt. fifth
12. Q. to K. square	12. Q. Kt. to Q. second
13. Q. to K. third	13. K. Kt. to K. R. second
14. K. R. P. one	14. B. takes Kt.
15. Q. takes B.	15. K. Kt. to K. B. square
16. Kt. to Q. B. fourth	16. K. R. P. one
17. Kt. to K. third	17. K. B. P. one
18. Kt. to K. B. fifth	18. Q. to K. R. second
19. K. R. P. one	19. K. Kt. to his third
20. K. R. to Q. square	20. Castles on Q. side
21. Q. R. P. two	21. Kt. to K. B. fifth
22. Q. R. P. one	22. Q. P. one
23. K. B. to Q. B. second (*b*)	23. Q. to K. B. second
24. Q. B. takes K. Kt.	24. K. Kt. P. one
25. Q. to K. second	25. P. takes B.
26. Q. R. P. one	26. Q. Kt. P. one
27. P. takes Q. P.	27. K. R. to K. square (*c*)
28. Q. to her B. fourth	28. Q. takes P.
29. Q. takes Q.	29. P. takes Q.
30. K. R. to K. square	30. K. to Kt. square
31. Kt. to K. seventh (*d*)	31. Kt. to K. fourth
32. P. takes Kt.	32. R. takes Kt.
33. P. takes P.	33. R. to K. B. second
34. R. to K. sixth	34. R. to Q. third
35. Q. R. to K. square	35. R. takes R.
36. R. takes R.	36. B. to Q. square
37. B. to K. Kt. sixth (*e*)	37. R. takes P.
38. R. takes R.	38. B. takes R.
39. K. Kt. P. one	39. P. takes P.
40. P. takes P.	40. Q. P. one
41. Q. B. P. one	41. K. to B. second
42. B. takes K. R. P.	42. Q. P. one
43. Q. Kt. P. one	43. K. to Q. third
44. B. takes P.	44. K. to B. fourth
45. B. to Q. square	45. K. to Kt. fifth
46. K. to B. second	46. K. to B. sixth
47. K. to his third	47. B. to Q. fifth (check)
48. K. to his fourth	48. B. to K. B. seventh
49. K. to his B. fourth	49. K. to Q. seventh
50. K. B. to his third	50. K. to Q. B. sixth
51. B. to Q. square	51. K. to Q. seventh
52. B. to K. Kt.'s fourth	52. K. to Q. B. sixth
53. K. to B. third	53. B. to Q. fifth
54. K. B. to his fifth	54. Q. P. one
55. K. to his second	55. K. B. to his seventh

White. (M. De la B.)	*Black.* (Mr. M'D.)
56. K. R. P. one	56. B. takes Kt. P.
57. K. to Q. square	57. K. B. to his fifth
58. B. to K. sixth	58. B. to K. R. third
59. K. B. to his fifth	59. B. to K. Kt. fourth

DRAWN GAME.

Notes to Game CCCLXXX.

(*a*) Having played out the King's Bishop, the second player can safely and effectually protect his King's Pawn thus.

(*b*) A threatening move.

(*c*) If he had taken the Pawn with Pawn, White would have gained "the exchange" at least.

(*d*) This is apparently a good move; but we believe, that by placing the Bishop at Queen's Rook fourth, he would have got a better game.

(*e*) We should have preferred moving the Rook to Queen's sixth.

GAME CCCLXXXI.

Between two of the best Players in Scotland.

White. (Mr. —.)	*Black.* (Dr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. K. B. takes Q. Kt. P.
5. Q. B. P. one	5. K. B. to Q. R. fourth
6. Q. to her Kt. third	6. Q. to K. B. third
7. Castles	7. K. B. to Q. Kt. third
8. Q. to her square	8. K. Kt. to K. second
9. Q. B. to Kt. second	9. K. R. P. one
10. Q. P. two	10. K. Kt. to his third
11. K. Kt. P. one	11. Q. P. one
12. K. to Kt. second	12. K. P. takes P.
13. K. Kt. takes P.	13. Q. Kt. to K. fourth
14. K. B. to K. second	14. Q. B. P. two
15. K. Kt. to Q. Kt. fifth	15. Castles
16. Q. takes Q. P.	16. Q. B. to K. third
17. Q. to her square	17. Q. R. to Q. square
18. Q. to her B. second	18. Q. R. P. one
19. K. Kt. to Q. R. third	19. Q. B. P. one
20. K. B. P. two	20. K. Kt. to R. fifth (check)

White. (Mr. —.)	*Black.* (Dr. —.)
21. K. Kt. P. takes Kt.	21. Q. to K. Kt. third (check)
22. K. to R. square	22. Q. B. to K. R. sixth
23. K. B. to K. R. fifth	23. Q. R. to Q. seventh
24. Q. takes Q. R.	24. Q. takes K. P. (check)
25. K. B. to his third	25. Kt. takes B.
26. Q. to her B. second	26. Q. to her B. third

AND THE FIRST PLAYER ABANDONED THE GAME.

PROBLEMS FOR YOUNG PLAYERS.

No. 107.

By Mr. C. F., of Carlow.

White.	*Black.*
K. at Q. Kt.'s square	K. at his Kt.'s second
Q. at her B.'s fourth	Q. at K. B.'s fifth
R. at K. R.'s square	R. at K.'s square
B. at Q. B.'s second	R. at Q. R.'s square
Kt. at K. Kt.'s third	B. at Q. Kt.'s third
Pawns at K. Kt.'s second, K. Kt.'s fourth, K. B.'s third, Q.'s second, Q. Kt.'s third, and at Q. R.'s second	Kt. at Q. Kt.'s square
	Pawns at K. R.'s second, K. Kt.'s third, K. B.'s third, K.'s fourth, Q. B.'s third, and at Q. R.'s second

White to play first, and mate in five moves.

No. 108.

By the same.

White.	*Black.*
K. at his R.'s second	K. at Q.'s third
R. at Q. Kt.'s fifth	Q. at her seventh
R. at Q. Kt.'s seventh	R. at Q. R.'s square
Kt. at Q.'s third	B. at K. Kt.'s third
Pawns at K. Kt.'s second, K. Kt.'s third, K. B.'s third, K.'s fourth, Q.'s fifth, and at Q. B.'s fourth	B. at Q.'s fifth
	Pawns at K. R.'s third, K. Kt.'s second, K. B.'s second, Q. B.'s fourth, and Q. R.'s second

White to play, and mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 105.

White.	*Black.*
1. Kt. to Q. Kt.'s fifth (check)	1. K. to Q. R.'s fourth
2. Kt. to B.'s third	2. P. one
3. P. one	3. P. one
4. P. takes P., CHECKMATE.	

No. 106.

White.	*Black.*
1. R. to B.'s sixth (check)	1. Kt. takes R.
2. Kt. takes B. (check)	2. K. takes P.
3. Kt. to K.'s third (check)	3. K. to Q.'s third
4. Kt. to B.'s fourth (check)	4. K. to Q.'s fourth
5. Kt. takes Kt. P. (check)	5. K. to Q.'s third
6. R. to Q.'s seventh, CHECKMATE.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 157.—E.*

White.	*Black.*
K. at his R.'s sixth	K. at his R.'s square
B. at Q.'s third	Kt. at K. B.'s third
Kt. at K.'s fourth	Pawns at K.'s second, K.'s third, and at Q.'s third
Kt. at Q. R.'s eighth	

White, playing first, mates in six moves.

No. 158.—E.

White.	*Black.*
K. at Q.'s second	K. at Q. Kt.'s square
Q. at her B.'s fifth	Kt. at K.'s fourth
B. at K.'s fourth	Pawn at K. R.'s third
Pawns at K. R.'s second, and Q. B.'s third	

White plays first, and gives mate with a Pawn in six moves.

---

* See page 366 of the Second Volume.

No. 159.—E.

White.	*Black.*
K. at his B.'s second	K. at his Kt.'s second
Q. at K.'s sixth	R. at K. Kt.'s fourth
R. at K. B.'s third	Pawn at K. R.'s second
Pawn at K. R.'s second	

White to play, and give mate with the Pawn in six moves, without taking the Rook.

No. 160.

White.	*Black.*
K. at his second	K. at his Kt.'s seventh
R. at K. B.'s square	Pawns at K. R.'s seventh, Q. Kt.'s third, and Q. R.'s fourth
Pawn at Q. R.'s fourth	

White plays first, and wins in seven moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 115.

White.	*Black.*
1. Q. to K.'s seventh (check)	1. K. to Kt.'s square
2. Q. to K.'s eighth (check)	2. K. to R.'s second
3. Q. to K. Kt.'s sixth (check)	3. K. to Kt.'s square, or (A)
4. K. to his eighth	4. K. to R.'s square
5. K. to his seventh	5. K. to Kt.'s square
6. P. one	6. K. to R.'s square
7. Q. to K. R.'s fifth (check)	7. K. to Kt.'s square
8. P. one (CHECKMATE).	

(A)

3.	3. K. to R.'s square
4. K. to his eighth	4. K. to Kt.'s square
5. P. one	5. K. to R.'s square
6. Q. to R.'s fifth (check)	6. K. to Kt.'s square
7. P. one (CHECKMATE).	

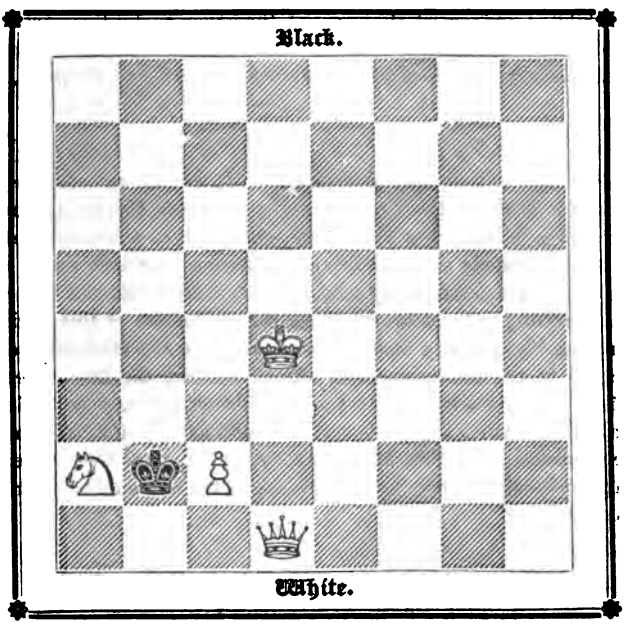
No. 116.

White.	*Black.*
1. K. B. to Q. fifth (check)	1. K. to R.'s square
2. Kt. to K. B.'s seventh (check)	2. K. to Kt.'s square
3. Q. takes K. Kt. P. (check)	3. K. takes Q.
4. Q. B. to Q.'s fourth (check)	4. P. takes B. (best)
5. K. B. P. one (check)	5. K. to Kt.'s square (best)
6. Kt. to K.'s fifth (discov. check)	6. K. to R.'s square
7. Kt. to K. Kt.'s sixth (check)	7. P. takes Kt
8. R. to K. R.'s square (CHECKMATE).	

PROBLEM, No. 118.

By Mr. C. R. L.

White, playing first, mates with his Pawn in eight moves.



EDITOR'S SCRAP WALLET.

THE President Nicolaï passed for the best Chess-player in France; reputation procured him once a visit from a competitor, who came leagues in order to test his capacity. 'Is Monsieur the President me?' said he to his Swiss. 'No, Sir,' was the answer; 'but he will tly be back, and you can wait for him if you please in the ante-room.' unknown, booted and spurred, remained until the President returned the Chamber des Contes, and then said, 'Sir, having heard that pass for the best Chess-player in all France, I have come for the ess purpose of knowing whether or not I am to admit myself your ior, and a single game will decide the matter.' Chess-board and were brought, and the President—lost. The unknown visiter imiately took his departure, M. Nicolaï vainly endeavouring to induce either to play another game, to stop dinner, or to tell him his name, piece of information he was never afterwards enabled to obtain. er, as the President subsequently declared, had he met with a player exhibited such masterly power at the game, as did this mysterious nent."—*Furetieriana, or Remarks and Anecdotes of M. Furetiere, de Chalivry, and Member of the French Academy;* ed. Brussels, 1696.

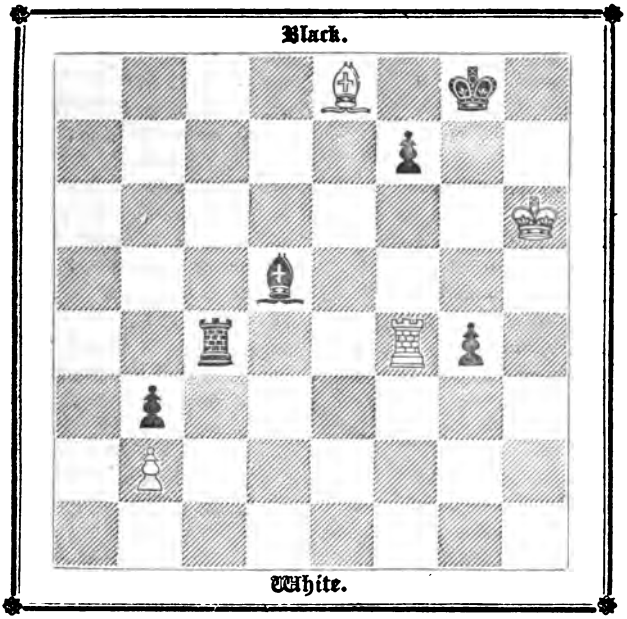
---

the SECRETARIES and HEADS of CHESS CLUBS.—An eligible um for enabling the large fraternity of Chess Players to commue with each other, has long been acknowledged a desideratum. In npting to supply this deficiency, by forming a nucleus round which lovers of the science may rally, and a Chronicle wherein the events interesting to them are recorded, the conductors of this periodical reasonably calculate on some assistance from the class immediately erned in the advancement of Chess, namely, the Secretaries and ds of Chess Societies. To these gentlemen, then, they confidently al for assistance and co-operation; soliciting them to transmit, for embellishment of this Miscellany, whatever, from their experience information, they may have acquired, that is remarkable, instructive entertaining.

PROBLEM, No. 119.*

By M. KIESERITZY.

White to play, and draw the game.



GAME CCCLXXXII.

Between Messrs. M'DONNELL and FR——R.

Black. (Mr. M'D.)	*White.* (Mr. FR—R.
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. to K. second (*a*)
5. Q. P. two	5. P. takes P.
6. Castles	6. P. to Q. sixth
7. K. P. one (*b*)	7. K. R. P. one
8. Q. Kt. P. two	8. K. B. to Q. Kt. third
9. K. R. to K. square (*c*)	9. Q. Kt. to Q. square
10. Q. R. P. two	10. Q. R. P. two
11. Q. takes P.	11. Q. Kt. to K. third
12. Q. B. to R. third	12. Q. to her square

* *The two Problems on Diagrams in this Number are from Le Palamède.*

Black. (Mr. M'D.)	*Black.* (Mr. FR—R.)
13. P. takes Q. R. P.	13. R. takes P.
14. Q. Kt. to Q. second	14. K. Kt. to K. second
15. Q. Kt. to his third	15. R. to Q. R. square
16. Q. Kt. to Q. fourth	16. Q. B. P. two
17. Q. Kt. to Q. Kt. fifth	17. Castles
18. Kt. to Q. sixth	18. Q. R. takes P.
19. K. R. to K. fourth	19. Q. R. to his square
20. K. B. to Q. Kt. third	20. Q. B. P. one
21. Q. takes P.	21. K. B. to Q. B. fourth
22. K. B. to Q. R. fourth (*d*)	22. Q. to her Kt. third
23. B. takes B.	23. Kt. takes B.
24. K. R. to K. square	24. R. takes B.
25. R. takes R.	25. Kt. takes R.
26. Q. takes Kt.	26. Q. to Q. B. third
27. Q. to her R. third	27. Kt. to K. Kt. third
28. K. Kt. to Q. fourth	28. Q. to Q. fourth
29. K. Kt. to K. B. fifth	29. Q. Kt. P. one (*e*)
30. Q. B. P. one	30. Q. to her B. third (*f*)
31. Q. to her R. square (*g*)	31. B. to Q. Kt. second
32. Kt. takes B.	32. Q. takes Kt.
33. K. P. one	33. K. B. P. one
34. K. P. one	34. Kt. takes K. P.
35. Kt. takes Kt. (check)	35. K. to R. second
36. Q. to her Kt. square (check)	36. K. B. P. one
37. Kt. takes K. B. P.	

AND WHITE ABANDONED THE GAME.

Notes to Game CCCLXXXII.

(*a*) This move is commended by Sarratt, but modern authorities concur in advising the second player to advance his Queen's Pawn one square, or play King's Knight to Bishop's third, in preference to it.

(*b*) The advance of this Pawn effectually prevented the development of White's forces.

(*c*) Black's opening moves in this game are well deserving the student's attention.

(*d*) The play at this critical juncture is admirable on both sides.

(*e*) We should have preferred playing this Pawn two squares, or moving the King to Rook's second.

(*f*) Queen to King's third would, perhaps, have been safer.

(*g*) A very good move.

GAME CCCLXXXIII.

Between the same Opponents.

Black. (Mr. M'D.)	*White.* (Mr. FR—R.)
1. K. P. two	1. K. P. one
2. K. B. P. two	2. Q. P. two
3. K. P. one	3. Q. B. P. two
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. B. P. one	5. K. B. to K. second (*a*)
6. K. B. to Q. third	6. K. B. P. two (*b*)
7. K. B. to Q. B. second	7. K. Kt. to R. third
8. Castles	8. Q. B. P. one
9. K. to R. square	9. Q. to her Kt. third
10. K. R. P. one	10. K. Kt. to B. second
11. Q. Kt. P. one	11. Q. to her B. second
12. Q. Kt. P. takes P.	12. Q. P. takes P.
13. Q. Kt. to R. third	13. B. takes Kt.
14. Q. B. takes B.	14. Q. Kt. P. two
15. Q. to K. square	15. Q. Kt. to K. second
16. Kt. to Q. fourth	16. Q. R. P. one
17. Q. to Kt. third	17. Castles
18. K. B. to Q. square	18. K. R. to K. square
19. K. B. to his third	19. Q. Kt. to Q. fourth (*c*)
20. Kt. takes K. B. P.	20. K. P. takes Kt.
21. K. B. takes Kt.	21. B. to Q. Kt. second (*d*)
22. Q. B. to Q. sixth	22. Q. to her Kt. third
23. K. B. takes Kt. (check)	23. K. takes B.
24. Q. R. to K. square	24. R. to K. third
25. Q. to K. Kt. fifth	25. R. to K. Kt. third
26. Q. takes K. B. P. (check)	26. K. to Kt. square
27. Q. R. to K. second	27. Q. R. to K. square
28. Q. to her seventh	28. R. to Q. square
29. Q. to her B. seventh	29. Q. takes Q.
30. B. takes Q.	30. R. to Q. sixth
31. K. to R. second	31. B. to Q. fourth
32. K. B. P. one	32. R. to Q. B. third
33. B. to Q. sixth	33. Q. R. P. one
34. Q. R. P. one	34. R. to Q. R. third
35. P. to K. B. sixth	35. K. Kt. P. one
36. P. to K. sixth	36. B. takes P.
37. R. takes B.	

AND WHITE ABANDONED THE GAME.

Notes to Game CCCLXXXIII.

(*a*) We think Queen to her Knight's third would have been stronger play.

(*b*) King's Bishop's Pawn one square, would also have given White a good game.

(*c*) White does not appear to have had any better move; if he had played the Queen's Rook to his second, Black must have gained "the exchange," and a fine attacking position.

(*d*) He should have played Queen's Rook to his second, instead of moving the Bishop at this point.

GAME CCCLXXXIV.

Between Mr. E. W——s and another Amateur of the Bristol Chess Club; the former giving "the Pawn and two Moves."

(*Black's K. B.'s P. must be taken off the board.*)

White. (Mr. B—.)	*Black.* (Mr. E. W—s.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. K. Kt. P. one
4. Q. B. P. two	4. Q. B. P. two
5. K. Kt. to B. third	5. K. Kt. to B. third
6. Q. B. to K. third	6. K. Kt. to Kt. fifth
7. Castles	7. Kt. takes B.
8. P. takes Kt.	8. B. to K. R. third
9. Q. to K. second	9. Castles
10. Q. Kt. to B. third	10. Q. Kt. P. one
11. Q. P. one	11. Q. Kt. to R. third
12. Q. R. P. one	12. Q. B. to Kt. second
13. K. P. one	13. Kt. to B. second
14. P. to K. fourth	14. Kt. to K. square
15. K. Kt. P. one	15. Kt. to K. Kt. second
16. K. Kt. to R. fourth	16. Q. to K. Kt. fourth
17. K. Kt. to B. third	17. Q. to Kt. fifth
18. Q. to K. Kt. second	18. B. to K. sixth (check)
19. K. to R. square	19. Kt. to R. fourth
20. B. to K. second	20. Kt. to Kt. second
21. K. R. P. one	21. Q. to R. fourth
22. Q. R. to K. square	22. Q. to R. third
23. B. to Q. third	23. K. Kt. P. one
24. K. Kt. P. one	24. K. B. to B. fifth
25. Q. Kt. to K. second	25. Q. to Kt. third
26. Kt. takes B.	26. R. takes Kt.
27. R. to K. second	27. P. takes P.
28. K. P. takes P.	28. Q. takes B.
29. Kt. takes Kt. P.	29. R. takes R. (check)
30. Q. takes R.	30. Q. R. to K. B. square
31. Q. to Kt. second	31. Q. takes Q. B. P.
32. R. to Q. second	32. R. to K. B. eighth (check)

AND WHITE RESIGNED.

GAME CCCLXXXV.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 50th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. two	3. K. P. two
4. Q. P. one	4. K. B. P. two
5. Q. Kt. to B. third	5. K. Kt. to B. third
6. K. B. takes P.	6. K. B. to Q. B. fourth (*a*)
7. K. Kt. to B. third	7. Q. to K. second
8. Q. B. to K. Kt. fifth (*b*)	8. K. B. takes K. B. P. (check)
9. K. to B. square	9. K. B. to Q. Kt. third
10. Q. to K. second	10. K. B. P. one
11. Q. R. to Q. square	11. Q. B. to K. Kt. fifth
12. Q. P. one	12. P. takes P.
13. Q. Kt. to Q. fifth	13. Kt. takes Kt. (*c*)
14. B. takes Q. (*d*)	14. Kt. to K. sixth (check)
15. K. to his square	15. K. takes B.
16. Q. to her third	16. K. R. to Q. square
17. Q. R. to Q. second	17. Q. Kt. to B. third
18. Q. Kt. P. one	18. K. B. to Q. R. fourth
19. Q. R. P. one	19. Q. R. to Q. B. square
20. K. R. to K. Kt. square	20. Q. Kt. P. two
21. K. B. takes Q. Kt. P.	21. Q. B. takes Kt.
22. P. takes B.	22. Q. Kt. to Q. fifth
23. K. B. to Q. B. fourth	23. Kt. takes K. B. P. (check)
24. K. to B. second	24. Kt. takes Q. R.
25. K. R. takes P. (check)	25. K. to B. third
26. R. to K. B. seventh (check)	26. K. to Kt. third
27. R. to Q. Kt. seventh	27. Kt. at Q. seventh takes B.
28. P. takes Kt.	28. R. takes P.
29. Q. to her Kt. square (*e*)	29. B. to Q. Kt. third
30. K. to B. third (*f*)	30. R. to Q. B. sixth
31. Q. to her R. second	31. Kt. to Q. B. fifth (discov. ch.)
32. K. to Kt. fourth	32. K. R. to K. Kt. square
33. R. takes B. (*g*)	33. P. takes R.
34. K. to R. fourth	34. K. to B. third
35. Q. to K. second	35. K. R. to K. Kt. third
36. Q. to K. R. fifth	36. Kt. to K. sixth

AND WHITE RESIGNED.

Notes to Game CCCLXXXV.

(*a*) We believe that Black should have taken the King's Pawn with his

King's Bishop's Pawn; in which case, the annexed moves would probably have followed:—

White.	*Black.*
	K. B. P. takes P.
Kt. takes P.	Kt. takes Kt.
Q. to K. R. fifth (check)	K. Kt. P. one
Q. takes K. P. (check)	Q. to K. second
Q. takes R.	Q. to her Kt. fifth (check)

AND BLACK OUGHT CERTAINLY TO WIN.

Observe that his last move is much better than discovering check by playing the Knight; for, if White move the King to his second, or to Bishop's square, Black may take the Bishop, checking; and if he play the King to Queen's square, the Black Knight can take the King's Bishop's Pawn, checking, and afterwards gain the Rook.

(*b*) Injudiciously played: he should have moved his Queen to King's second square.

(*c*) An ingenious and enterprising stroke of play.

(*d*) We are disposed to think White would have had an improved game, by taking the Knight with his Bishop; *ex. gr.*

White.	*Black.*
K. B. takes Kt.	Q. B. takes Kt. (apparently his best move)
K. Kt. P. takes B.	Q. takes B.
B. takes Q. Kt. P., and gains at least "the exchange."	

(*e*) With the view to check at King's Knight's square.

(*f*) If White had given the threatened check at King's Knight's square, he would have lost his Queen.

(*g*) The only move to prevent immediate checkmate.

GAME CCCLXXXVI.*

The following were two of the last Games played by M. DE LA BOURDONNAIS; M. DE LA BOURDONNAIS gives "the Pawn and two Moves" to the Honorary Secretary of the London Chess Club.

(*Remove White's K. B. P. from the board.*)

Black. (Hon. Sec.)	*White.* (M. DE LA B.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. Q. P. one (*a*)	4. Q. P. one

* These two Games have before appeared in print.

Black. (Hon. Sec.)	*White.* (M. De la B.)
5. Q. B. P. two	5. K. Kt. to B. third
6. K. B. P. two	6. K. P. takes P.
7. K. P. takes P.	7. B. to K. second
8. K. Kt. to B. third	8. Castles
9. K. R. P. one	9. Q. Kt. to R. third
10. B. to Q. second	10. Q. Kt. P. two
11. Q. Kt. P. one	11. Q. Kt. to Q. Kt. square (*b*)
12. Castles	12. Q. R. P. two
13. B. to Q. B. third	13. Q. R. P. one
14. K. Kt. to his fifth	14. K. R. P. one
15. K. Kt. to K. fourth (*c*)	15. B. to K. B. fourth
16. Q. Kt. to Q. second (*d*)	16. Kt. takes Kt.
17. Kt. takes Kt.	17. Q. R. P. takes P.
18. Q. R. P. takes P.	18. R. takes R.
19. B. takes R.	19. P. takes P.
20. P. takes P.	20. Q. Kt. to R. third
21. Q. B. to his third	21. Kt. to Q. B. second
22. Q. to K. B. third	22. Q. to K. square
23. Q. to K. Kt. third	23. Q. to K. Kt. third
24. Q. takes Q.	24. B. takes Q.
25. Kt. takes Q. B. P.	25. B. takes K. B.
26. Kt. takes B.	26. R. to Q. R. square
27. Kt. to Q. Kt. fourth	27. R. to R. sixth
28. B. to Q. fourth	28. R. to Q. Kt. sixth
29. Kt. to Q. B. sixth	29. B. to K. B. third
30. B. takes B.	30. K. Kt. P. takes B.
31. Kt. to K. seventh (check)	31. K. to B. second
32. Kt. to K. B. fifth	32. R. to Q. B. sixth
33. R. to K. square	33. Kt. to K. square
34. R. to K. sixth	34. R. takes Q. B. P.
35. R. to K. seventh (check)	35. K. to Kt. third
36. K. Kt. P. two	36. K. R. P. one
37. R. takes Kt.	37. P. takes P.
38. P. takes P.	38. R. takes K. B. P.
39. R. to K. Kt. eighth (check)	39. K. to R. second
40. R. to Kt. seventh (check)	40. K. to R. square

After a few more moves, the first player, having an easily won game, inadvertently left his Rook *en prise* of the enemy's King, and lost the *partie*.

Notes to Game CCCLXXXVI.

(*a*) King's Pawn one square would have been a stronger move.

(*b*) The object of this exceptionable play was, we presume, to induce Black to take the Queen's Knight's Pawn.

(*c*) Knight to King's sixth would also have given Black a fine position.

(*d*) He should have taken the adverse Knight with his Knight, checking; *ex. gr.*

Black.	*White.*
Kt. takes Kt. (check)	K. B. takes Kt. or (A)
K. B. takes Q. B.	K. B. takes Q. B.
K. B. to K. sixth (check)	

And then, taking the Bishop with Queen's Knight, he gains a piece.

(A)

Kt. takes Kt. (check)	K. R. takes Kt.
K. B. takes B.	R. takes B.
Q. B. takes K. Kt. P.	

AND BLACK OUGHT TO WIN.

GAME CCCLXXXVII.

M. De la Bourdonnais gives "the Pawn and Move" to Mr. Popert, one of the finest Players in England.

(*Black's K. B.'s P. must be taken from the board.*)

White. (Mr. P—.)	*Black.* (M. De la B.)
1. K. P. two	1. K. Kt. to R. third (*a*)
2. Q. P. two	2. K. Kt. to K. B. second
3. K. B. to Q. third	3. K. P. one (*b*)
4. K. Kt. to B. third	4. Q. P. two
5. K. P. one (*c*)	5. Q. B. P. two
6. Q. B. P. one	6. Q. Kt. to B. third
7. Castles	7. Q. to her Kt. third
8. Q. R. P. two	8. Q. B. to Q. second
9. K. B. to Q. B. second	9. K. B. to K. second
10. Q. to her third	10. Castles on Q. side (*d*)
11. P. takes P.	11. Q. to her B. second
12. Q. Kt. P. two	12. K. Kt. P. two
13. Q. Kt. to R. third	13. Q. Kt. takes K. P.
14. Kt. takes Kt.	14. Kt. takes Kt.
15. Q. to K. Kt. third	15. K. R. P. two
16. K. B. P. two	16. K. R. P. one
17. Q. to K. square	17. Kt. to K. Kt. fifth
18. Kt. to Q. Kt. fifth	18. Q. to her Kt. square
19. K. R. P. one	19. Q. R. P. one
20. Kt. to Q. fourth	20. K. P. one
21. P. takes Kt.	21. K. Kt. P. takes P. (*e*)
22. Kt. to K. B. fifth	22. Q. R. to K. square
23. P. to Q. B. fourth (*f*)	23. K. R. P. one
24. Q. B. P. takes Q. P.	24. K. R. P. takes P.

White. (Mr. P—.)	*Black.* (M. De la B.)
25. K. takes P.	25. P. to B. sixth (check)
26. K. R. takes P.	26. K. P. one
27. K. B. takes P.	27. Q. to K. R. seventh (check)
28. K. to his B. square	28. K. B. takes P.
29. P. takes B.	29. Q. to K. R. eighth (check)
30. K. to his second	30. K. R. to his seventh (check)
31. K. to Q. square	31. R. takes B.
32. Q. takes Q.	32. R. takes Q. (check)
33. K. to Q. B. second	33. R. takes K. Kt. P.

The Game was interrupted at this point by the serious indisposition of M. De la Bourdonnais, and was never terminated.

Notes to Game CCCLXXXVII.

(*a*) A favourite move of Philidor's, when giving the same odds.

(*b*) King's Pawn two squares may be played with advantage at this point.

(*c*) White would have had a stronger game by taking the Queen's Pawn, and then advancing his Queen's Bishop's Pawn two squares.

(*d*) By Castling on the Queen's side, Black injudiciously exposed himself to a formidable attack from the adverse Pawns.

(*e*) Black would obviously have lost his King's Bishop if he had taken the Knight.

(*f*) Instead of this somewhat feeble move, he might have taken the King's Bishop's Pawn with his Bishop, and ought then to have won easily.

GAME CCCLXXXVIII.

Between the Honorary Secretary of the London Chess Club and a Metropolitan Amateur.

Black. (Mr. —.)	*White.* (Hon. Sec.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. P. one
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. third
7. Castles	7. Q. B. to K. Kt. fifth
8. Q. to her R. fourth	8. B. takes K. Kt.
9. Q. P. one	9. B. takes K. P.
10. R. to K. square	10. Q. to K. R. fifth
11. K. Kt. P. one	11. B. takes K. B. P. (check)
12. K. takes B.	12. Q. takes K. R. P. (check)
13. K. to his third	13. K. Kt. to B. third

Black. (Mr. —.)	*White.* (Hon. Sec.)
14. P. takes Kt.	14. Q. takes P. (check)
15. K. to Q. second	15. Q. to K. B. seventh (check)
16. K. to Q. square	16. Q. Kt. P. two
17. B. takes Kt. P.	17. Castles on K. side
18. R. takes B.	18. Kt. takes R.
19. Q. takes Kt.	19. K. R. to K. square
20. Q. to her Kt. fourth	20. Q. R. to Q. Kt. square
21. Q. R. P. two	21. Q. R. takes B.
22. Q. to her second	22. R. to Q. fourth

BLACK RESIGNED.

GAME CCCLXXXIX.

Between the Honorary Secretary of the London Chess Club and another Member; the former giving "the Pawn and two Moves."

(*Remove Black's K. B. P. from the board.*)

White. (Mr. —.)	*Black.* (Hon. Sec.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. Q. B. P. one	3. K. P. two
4. Q. P. one	4. Q. Kt. to K. second
5. K. Kt. to B. third	5. Q. Kt. to K. Kt. third
6. Q. Kt. P. two	6. K. Kt. to B. third
7. K. B. to Q. third	7. Q. R. P. two
8. Q. to her Kt. third	8. P. takes P.
9. P. takes P.	9. Q. P. one
10. Q. Kt. P. one	10. B. to Q. second
11. Kt. to R. third	11. B. to K. second
12. B. to Kt. second	12. Castles
13. Kt. to Q. B. fourth	13. Kt. to B. fifth
14. Castles	14. Kt. takes B.
15. Q. takes Kt.	15. B. takes P.
16. Q. to Kt. third	16. Q. to her second
17. Q. Kt. takes K. P.	17. Q. to K. square
18. K. R. to K. square	18. B. to Q. R. fifth
19. Q. to her B. fourth	19. Q. Kt. P. two
20. Q. takes Q. B. P.	20. Q. R. to Q. B. square
21. Q. to her Kt. sixth	21. P. takes Kt.
22. Kt. takes P.	22. B. to B. fourth
23. Q. to K. sixth (check)	23. Q. takes Q.
24. P. takes Q.	

AND, AFTER A FEW MORE MOVES, THE FIRST PLAYER RESIGNED.

PROBLEMS FOR YOUNG PLAYERS.

No. 109.

By Mr. S. A——s.

White.	*Black.*
K. at his R.'s square	K. at Q. R.'s square
B. at K. Kt.'s second	R. at K. R.'s square
Pawns at K. R.'s second, Q.'s seventh, and Q. B.'s sixth	B. at Q. Kt.'s square
	Pawns at Q. Kt.'s seventh, and Q. R.'s third

White, playing first, mates in three moves.

No. 110.

By M. D'ORVILLE.*

White.	*Black.*
K. at his R.'s square	K. at his B.'s second
Q. at her B.'s eighth	Q. at K.'s second
Kt. at K.'s sixth	Kt. at K. R.'s square
Kt. at K. Kt.'s fourth	Kt. at K. R.'s second

White to play, and mate in two moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
Published in our last Week's "CHRONICLE."

No. 107.

White.	*Black.*
1. R. takes K. R. P. (check)	1. K. takes R.
2. Q. to K. B.'s seventh (check)	2. K. to R.'s square
3. B. takes K. Kt. P.	3. Q. to K. R.'s third (best)
4. Q. takes R. (check)	4. K. to Kt.'s second
5. Kt. to K. B.'s fifth (CHECKMATE).	

No. 108.

White.	*Black.*
1. Q. R. takes Q. B. P.	1. Q. takes Kt., or (A)
2. Q. R. to Q. B.'s sixth (check)	2. K. to his fourth
3. K. R. to K.'s seventh (CHECKMATE).	

---

* *From Le Palamède.*

(A)*

	1. B. takes Q. R.
2. K. P. one (MATE).	

SCIENTIFIC STRATAGEMS
SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 161.—E.†

White.	*Black.*
K. at Q.'s sixth	K. at Q.'s square
Q. at her B.'s square	R. at K. R.'s square
R. at Q. Kt.'s seventh	R. at Q. R.'s square
B. at K. Kt.'s second	B. at Q. R.'s seventh
Kt. at Q. B.'s fifth	
Kt. at Q. R.'s fifth	
Pawns at K. Kt.'s sixth, Q.'s fifth, and at Q.'s seventh	

White, playing first, to mate with a Pawn in six moves.

No. 162.—E.

White.	*Black.*
K. at Q. R.'s second	K. at Q. R.'s square
R. at K. B.'s seventh	R. at K. R.'s third
R. at Q. B.'s seventh	Pawns at Q. R.'s third, and Q. Kt.'s second
B. at Q. B.'s square	
Kt. at Q. B.'s fourth	
Pawns at Q. B.'s third, and Q. Kt.'s second	

White to play, and mate with a Pawn in eight moves, without taking the Rook or either of the Pawns.

No. 163.

White.	*Black.*
K. at Q. B.'s second	K. at Q. R.'s eighth
R. at K.'s fourth	R. at Q. Kt.'s second
Pawn at K. Kt.'s fourth	Pawns at K. R.'s third, K. Kt.'s fourth, and Q. R.'s seventh

White to play, and mate in seven moves.

* Black may postpone checkmate, by playing the Rook to Queen's Bishop's square. —ED.

† See page 366 of the Second Volume.

No. 164.

White.	*Black.*
K. at Q.'s second	K. at Q. Kt.'s eighth
B. at K.'s fifth	Pawns at Q. Kt.'s second, and Q. R.'s seventh
Pawn at Q. B.'s fifth	

White, playing first, mates in seven moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 117.

White.	*Black.*
1. Q. to her second	1. K. P. one (best)
2. K. B. P. two (check)	2. K. takes P.
3. Q. to K. R.'s second (check)	3. K. to B.'s sixth
4. K. to R.'s third	4. K. R. P. one, or (A)
5. Q. to K. Kt.'s second (check)	5. K. to B.'s fifth
6. Q. to K.'s fourth (check)	6. K. to his Kt.'s fourth
7. Q. takes R. P. (CHECKMATE).	

(A)

	4. Q. Kt. P. one
5. Q. to K. Kt.'s second (check)	5. K. to B.'s fifth
6. Q. to K. Kt.'s third (CHECKMATE).	

No. 118.

White.	*Black.*
1. Kt. to Q. Kt.'s fourth	1. K. to R.'s sixth
2. Q. to her Kt.'s square	2. K. to R.'s fifth
3. Kt. to Q.'s third	3. K. to R.'s sixth, or (A)
4. Kt. to Q. B.'s square	4. K. to R.'s fifth
5. Q. to Kt.'s third (check)	5. K. to R.'s fourth
6. Q. to Kt.'s seventh	6. K. to R.'s fifth
7. Q. to R.'s sixth (check)	7. K. to Kt.'s fifth
8. P. one (CHECKMATE).	

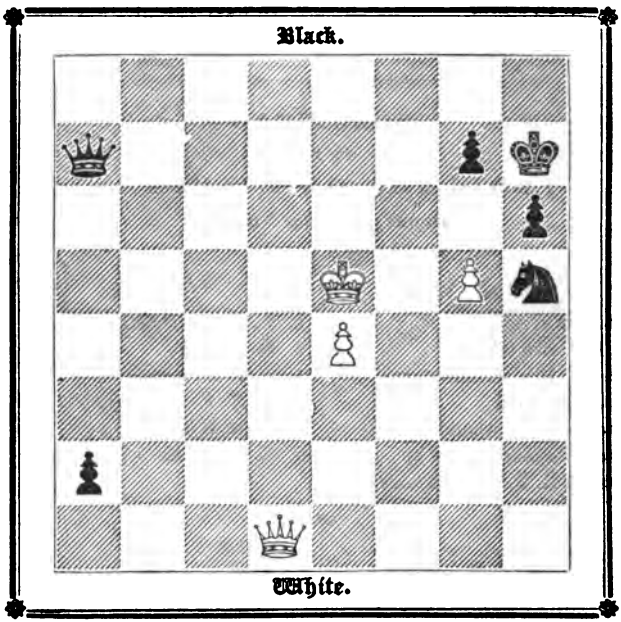
(A)

	3. K. to R.'s fourth
4. Q. to Kt.'s seventh	4. K. to R.'s fifth
5. Q. to Kt.'s sixth	5. K. to R.'s sixth
6. Kt. to Q. B.'s square	6. K. to R.'s fifth
7. Q. to Q. R.'s sixth (check)	7. K. to Kt.'s fifth
8. P. MATES.	

PROBLEM, No. 120.

By Mr. Bone.

White to play, and draw the game.



ELEMENTARY LESSONS*

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

Lesson Sixth.

On the King's Bishop's Opening.

The Lopez Gambit.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K.'s second	3. Q. B. P. one

By playing the Queen to King's second, White threatens to take the adverse King's Bishop's Pawn with his Bishop; and, if the King takes

* *For much of the information conveyed in these Lessons, we are indebted to an excellent series of articles in Le Palamède, by M. Calvi.*

the Bishop, to play his Queen to her Bishop's fourth, checking, gaining a piece in return for the one sacrificed.

Black's third move is far from a good one; instead of it, he might have played with advantage either of the following moves:—Q. P. one; K. Kt. to B.'s third; K. Kt. to K.'s second; Q. to K.'s second; or Q. Kt. to B.'s third. We shall proceed to consider each of these modes of defence, reserving for the last that which we think most desirable for the second player to adopt.

White.	*Black.*
4. K. B. P. two.	4. B. takes K. Kt.

White would have gained a decided advantage by playing in the way recommended in the former note; *i. e.* by taking the King's Bishop's Pawn, checking, and afterwards moving his Queen to her Bishop's fourth, should the King venture to take the Bishop. His present move is a very good one, and, if not properly answered, gives to the first player an attack which is almost irresistible.

Black exchanges his Bishop for the Knight, to prevent his opponent Castling on the King's side; but the situation of White's pieces amply compensate this little disadvantage.

5. K. R. takes B.	5. K. P. takes P.

Black's move is a very injudicious one; it enables White to open his game, and establish two Pawns in the centre of the Board.

6. Q. P. two	6. Q. to K. R.'s fifth (check)
7. K. Kt. P. one	7. P. takes P.
8. R. takes P.	8. K. Kt. to B.'s third

If, instead of taking with his Rook, White takes the Pawn with the Pawn, he masks the Rook, and very much enfeebles his attack.

Black brings out his Knight to take the adverse King's Pawn: if, instead of this move, he advances his King's Rook's Pawn one square, White must play the Queen to King's Bishop's second.

9. Q. B. to K. Kt.'s fifth	9. Q. to K. R.'s fourth
10. Q. to K. Kt.'s second	10. K. Kt. to his fifth

Should Black, instead of playing his Knight to King's Knight's fifth, advance the Queen's Pawn two squares, White should move his King's Bishop to King's second, attacking the Queen, and, upon her retiring to King's Knight's third, play Queen's Bishop to Queen's second.

11. R. takes Kt.	11. Q. P. two
12. R. to K. R.'s fourth	12. Q. to K. Kt.'s third
13. P. takes P.	

And White, having gained a clear piece and a fine position, should win without difficulty.

Variation on Black's fourth move.

White.	*Black.*
	4. P. takes P.
5. K. Kt. to B.'s third	5. K. Kt. P. two
6. Q. P. two	6. K. B. to Q. Kt.'s third
7. K. R. P. two	7. K. Kt. P. one

If Black, instead of pushing his Pawn on the Knight, defends it with the Rook's Pawn, White takes Pawn with Pawn; and if he sustains it with the Bishop's Pawn, White takes his Knight's Pawn with Knight, and mates, in a few moves, if Black venture to capture his Knight.

8. K. Kt. to K.'s fifth	8. K. Kt. to R.'s third
9. Q. B. takes P. at K. B.'s fourth	9. K. B. takes Q. P.
10. Q. B. P. one	10. B. takes Kt.
11. B. takes B.	11. K. R. to Kt.'s square

White may now play his Queen's Bishop to Queen's sixth, and thus prevent his adversary from either Castling or bringing out his pieces.

SECOND DEFENCE.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K.'s second	3. Q. P. one
4. Q. B. P. one	4. Q. Kt. to B.'s third
5. K. B. P. two	5. P. takes P.

Black's last move is a bad one; it enables his opponent to station a formidable array of Pawns in the middle of the field, and bring his pieces into immediate co-operation.

6. Q. P. two	6. Q. to K. R.'s fifth (check)
7. K. to Q.'s square	7. K. B. to Q. Kt.'s third

If, instead of moving his King to Queen's square, White plays King's Knight's Pawn one, he gives up all the advantage he has previously obtained, for Black takes Pawn with Pawn, and menaces his opponent with that most dangerous of all checks, a "check by discovery."

8. K. Kt. to B.'s third	8. Q. to K. Kt.'s fifth

In attempting to sustain the advanced Pawn, Black gives his opponent time to develope the pieces and improve his position.

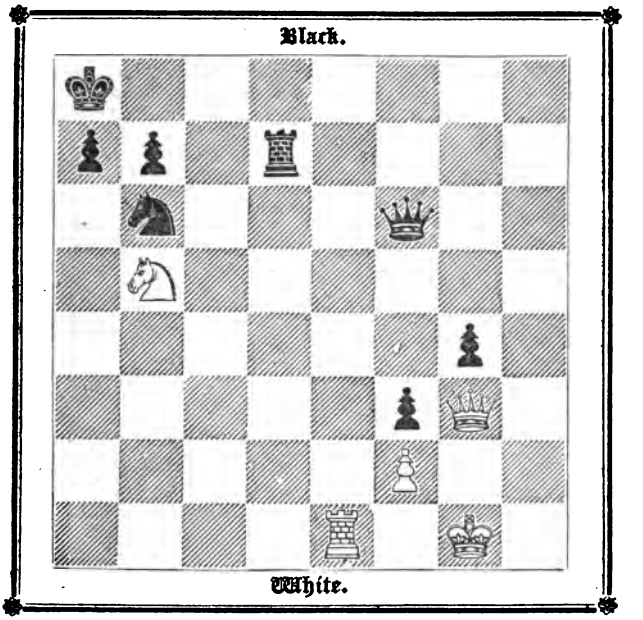
9. K. R. P. one	9. Q. to K. Kt.'s sixth
10. Q. Kt. to Q.'s second	10. K. Kt. to B.'s third
11. K. R. to K.'s square	11. K. Kt. to K. R.'s fourth
12. K. P. one	

He threatens, after this move, to play the Queen's Knight to King's fourth, attacking the Queen; to follow that attack by moving King's Knight to Rook's fourth; and then to play his King's Knight's Pawn two squares, and obtain an easy winning position.

PROBLEM, No. 121.*

MAT ÉTOUFFÉ.

White to play, and mate in six moves.



GAME CCCXC.

Between Mr. ST——N and an Amateur.

White. (Mr. ST—N.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. Q. B. P. one	4. P. to Q. sixth
5. K. Kt. to Q. fourth	5. K. B. to Q. B. fourth
6. Q. B. to K. third	6. K. B. to Q. Kt. third
7. K. B. takes P.	7. K. Kt. to B. third
8. K. B. P. two	8. Q. P. one
9. K. R. P. one	9. Castles
10. Castles	10. Q. to K. second
11. Q. to K. B. third	11. K. R. to K. square
12. Q. Kt. to Q. second	12. K. Kt. to Q. fourth

* *The Problems on Diagrams in this Number are from Le Palamède.*

White. (Mr. St—n.)	*Black.* (Mr. —.)
13. Q. B. to K. B. second	13. Kt. to B. third
14. Q. R. to K. square	14. Q. Kt. takes Kt.
15. B. takes Q. Kt.	15. B. takes B. (check)
16. P. takes B.	16. Q. B. P. two
17. K. P. one	17. P. takes P.
18. K. B. P. takes P.	18. Kt. to Q. second
19. K. P. one	19. K. B. P. one
20. Q. P. one	20. Kt. to K. fourth
21. R. takes Kt.	

AND BLACK RESIGNED.

GAME CCCXCI.

Between Mr. E. W——s and Mr. J. W——, of the Bristol Chess Club.

White. (Mr. E. W—s.)	*Black.* (Mr. J. W—.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. B. to Q. B. fourth
3. Q. P. one	3. Q. B. P. one
4. K. Kt. to B. third	4. Q. to her B. second
5. K. Kt. to his fifth	5. K. Kt. to R. third
6. Q. to K. R. fifth	6. Q. P. two
7. P. takes P.	7. P. takes P.
8. B. to Q. Kt. fifth (check)	8. B. to Q. second
9. Kt. to K. sixth (*a*)	9. Q. to her R. fourth (cheek)
10. Q. B. to Q. second	10. Q. to her Kt. third (*b*)
11. B. takes B. (check)	11. Q. Kt. takes B.
12. Kt. takes K. Kt. P. (check)	12. K. to B. square
13. Castles	13. K. takes Kt.
14. B. takes Kt. (check)	14. Q. takes B.
15. Q. to K. Kt. fourth (check)	15. Q. to K. Kt. third
16. Q. takes Kt.	16. Q. R. to Q. square
17. Q. takes Q. Kt. P.	17. K. R. to Kt. square
18. Q. to Q. B. seventh	18. B. to Q. third
19. Q. takes Q. R. P.	19. K. to R. square
20. K. Kt. P. one	20. K. B. P. two
21. K. to R. square	21. K. B. P. one
22. Kt. to Q. second	22. P. takes P.
23. K. B. P. takes P.	23. K. R. to K. Kt. second
24. Q. to K. third	

AND THE GAME WAS FINALLY WON BY THE FIRST PLAYER. (*c*)

Notes to Game CCCXCI.

(*a*) Very cleverly played.

(*b*) The young player will observe that Black would have lost his Queen, if he had ventured to take the King's Bishop.

(*c*) This game is brilliantly played by White throughout.

GAME CCCXCII.

The following Game occurs in M. Calvi's instructive examination of the "Lopez Gambit."

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. Q. Kt. to B. third
4. B. takes K. B. P. (check)	4. K. takes B.
5. Q. to her B. fourth (check)	5. Q. P. two
6. Q. takes B.	6. P. takes P.
7. Q. to her B. fourth (check)	7. Q. B. to K. third
8. Q. takes P.	8. K. Kt. to B. third
9. Q. to K. R. fourth	9. Q. Kt. to Q. fifth
10. Q. Kt. to R. third	10. K. P. one
11. Q. B. P. one	11. K. Kt. P. two
12. Q. takes K. Kt. P.	12. K. R. to K. Kt. square
13. Q. to K. third	13. Q. Kt. to K. B. fourth
14. Q. to K. second	14. R. takes K. Kt. P.
15. Q. Kt. to B. second	15. Q. to her third
16. Q. Kt. to K. third	16. Kt. takes Kt.
17. Q. P. takes Kt.	17. Q. R. to K. Kt. square
18. Q. to K. B. square	18. Q. R. to Q. square
19. Q. to K. second	19. Kt. to his fifth
20. Kt. to R. third	20. Kt. to K. fourth
21. Kt. to K. B. fourth	21. Kt. to K. B. sixth (check)
22. K. to his B. square	

AND BLACK GIVES CHECKMATE IN SIX MOVES.

GAME CCCXCIII.

Between two Metropolitan Players; Black giving "the Pawn and two Moves."

(*Take his K. B.'s P. from the board.*)

White. (Mr. W—.)	*Black.* (Mr. St—n.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. Q. P. one	4. Q. P. one

White. (Mr. W—.)	*Black.* (Mr. St—n.)
5. Q. Kt. to B. third	5. K. B. to K. second
6. K. Kt. to B. third	6. K. P. one
7. K. R. P. one	7. Q. R. P. one
8. Q. R. P. two	8. K. Kt. to B. third
9. Castles	9. Castles
10. K. Kt. to K. R. second	10. Q. Kt. P. two
11. P. takes P.	11. Q. to her Kt. third
12. K. to R. square	12. Q. R. P. one
13. K. B. P. two	13. K. Kt. P. one
14. K. B. P. takes P.	14. Q. P. takes P.
15. K. B. to Q. B. fourth	15. K. to R. square
16. K. Kt. P. two	16. Q. to her square
17. Q. B. to K. R. sixth	17. K. R. to K. square
18. Q. to K. B. third	18. Q. R. to his second
19. Q. R. to Q. square	19. Q. to her third
20. Q. Kt. P. one	20. Q. Kt. to Q. second
21. K. R. to K. B. second	21. Q. Kt. to his third
22. K. B. to Q. third	22. Q. R. P. one
23. Q. Kt. takes R. P.	23. Kt. takes Kt.
24. P. takes Kt.	24. Q. R. takes P.
25. Q. B. P. two	25. Q. B. to Q. second
26. Q. R. to K. B. square	26. Q. R. to his sixth
27. Q. to K. second	27. K. R. to Q. R. square
28. Kt. to K. B. third	28. Q. B. takes K. Kt. P.
29. P. takes B.	29. Kt. takes P.
30. R. to his second	30. Kt. takes R.
31. Kt. takes Kt.	31. K. Kt. P. one
32. Kt. to K. Kt. fourth	32. Q. to K. Kt. third
33. Kt. takes K. P.	33. Q. takes B. (check)
34. K. to Kt. square	34. Q. to K. R. fifth
35. Q. to K. B. third	35. R. to K. B. square
36. Kt. to B. seventh (check)	36. K. to Kt. square
37. K. P. one	37. Q. to her fifth (check)
38. K. to Kt. second	38. R. takes B.
39. Q. to B. fifth	39. R. to Q. seventh (check)

AND WHITE RESIGNED.

GAME CCCXCIV.*

Between one of the strongest London Players and Mr. E. W——s, of Bristol; the former giving "the Pawn and Move."

(*Remove White's K. B.'s P. from the board.*)

Black. (Mr. E. W—.)	*White.* (Mr. —.)
1. K. P. two	1. Q. Kt. to B. third
2. Q. P. two	2. Q. P. two
3. K. P. one	3. Q. B. to K. B. fourth
4. Q. B. P. one	4. K. P. one
5. K. Kt. to B. third	5. K. Kt. to K. second
6. Q. B. to K. Kt. fifth	6. K. Kt. P. one
7. B. to Q. third	7. K. R. P. one
8. B. takes B.	8. K. P. takes B.
9. B. takes Kt.	9. Kt. takes B.
10. K. R. P. two	10. B. to Kt. second
11. Q. Kt. to Q. second	11. Castles
12. Q. to K. second	12. Q. B. P. one
13. Castles on Q. side	13. Q. R. P. one
14. Q. R. to K. Kt. square	14. Q. Kt. P. two
15. K. Kt. P. two	15. K. B. P. one
16. K. R. P. one	16. K. Kt. P. one
17. Kt. takes P. (*a*)	17. P. takes Kt.
18. K. R. P. one	18. B. to R. square
19. R. to R. fifth	19. Kt. to Kt. third
20. Q. to her third	20. K. to B. second
21. Kt. to K. B. third	

Note to Game CCCXCIV.

(*a*) This is skilfully played.

GAME CCCXCV.

Between the Honorary Secretary and another Member of the London Chess Club.

White. (Hon. Sec.)	*Black.* (Mr. —.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. Q. Kt. to B. third	3. K. P. two
4. Q. P. one	4. K. Kt. to B. third
5. K. P. two	5. B. to Q. third
6. K. Kt. to B. third	6. Castles

* *This and the next Game have before appeared in print,*

White. (Hon. Sec.)	*Black.* (Mr. —.)
7. B. takes P.	7. Q. B. P. one
8. Castles	8. Q. Kt. P. two
9. B. to Q. third	9. Q. Kt. P. one
10. Kt. to K. second	10. P. takes P.
11. B. to K. Kt. fifth	11. B. to Kt. second
12. P. takes P.	12. B. takes P.
13. Kt. to K. Kt. third	13. Q. Kt. to Q. second
14. Kt. to K. fourth	14. B. to K. second
15. Kt. takes Kt. (check)	15. P. takes Kt.
16. B. to K. R. sixth	16. R. to K. square
17. Kt. to K. R. fourth	17. B. to K. B. square
18. Q. to K. R. fifth	18. K. P. one
19. Kt. to B. fifth	19. Kt. to K. fourth
20. B. takes B.	20. R. to K. third
21. Q. B. takes P.	21. P. takes K. B.
22. Q. to R. sixth	

AND BLACK RESIGNS.

GAME CCCXCVI.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 51st.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. K. B. takes Q. Kt. P.
5. Q. B. P. one	5. K. B. to K. second (*a*)
6. Q. P. two (*b*)	6. Q. P. one
7. Q. to her Kt. third	7. Q. Kt. to R. fourth
8. Q. to her R. fourth (check) (*c*)	8. Q. B. P. one
9. K. B. to Q. third	9. Q. Kt. P. two
10. Q. to Q. B. second	10. K. B. to his third
11. Q. P. takes P.	11. P. takes P.
12. Castles (*d*)	12. Kt. to K. second
13. Q. B. to Q. R. third	13. Castles
14. Kt. to Q. second	14. Q. B. to K. third
15. Q. R. to Q. square	15. Q. to her B. second
16. Q. Kt. to his third	16. Q. Kt. to B. fifth
17. Q. B. to his square (*e*)	17. K. R. to Q. square
18. K. R. P. one	18. Q. B. P. one
19. K. Kt. to K. R. second	19. K. Kt. to his third
20. K. Kt. to his fourth	20. Q. Kt. to Q. third
21. K. B. to K. second	21. K. B. to K. second

Black. (Mr. M'D.)	*White.* (M. De la B.)
22. K. B. P. two	22. K. P. takes P. (*f*)
23. Q. B. takes P.	23. Kt. takes B.
24. R. takes Kt.	24. Kt. to Q. B. fifth
25. R. to K. B. third	25. Q. B. takes Kt.
26. K. R. P. takes B.	26. Kt. to K. fourth
27. R. to K. R. third	27. R. takes Q. R. (check)
28. Q. takes R.	28. K. R. to Q. square
29. Q. to K. B. square	29. Q. B. P. one
30. Kt. to Q. fourth	30. K. B. to Q. B. fourth
31. Q. to K. B. fifth	31. K. Kt. P. one
32. Q. to K. B. second	32. Q. to K. second
33. K. to R. square	33. Q. Kt. P. one
34. Q. to K. third	34. P. takes Q. B. P.
35. Q. to K. R. sixth	35. K. B. P. one
36. Kt. to K. sixth	36. Q. takes Kt.
37. Q. takes R. P. (check)	37. K. to B. square
38. Q. to her B. seventh	38. B. to K. second
39. R. takes P.	39. Q. to her Kt. third
40. Q. takes Q.	40. Kt. takes Q.
41. Q. R. P. two	41. B. to Q. Kt. fifth
42. R. to Q. B. square	42. Q. B. P. one
43. K. to R. second	43. R. to Q. seventh

BLACK RESIGNED.

Notes to Game CCCXCVI.

(*a*) Retiring the Bishop at this point, either to his own square or to King's second, is a very objectionable mode of play.

(*b*) Queen to her Knight's third, before advancing the Queen's Pawn, would have been better play.

(*c*) Black might have gained a palpable advantage by taking the King's Bishop's Pawn, checking, and then moving his Queen to her Rook's third or fourth square.

(*d*) Queen's Rook's Pawn two, would have been a good move.

(*e*) We should have preferred playing the Queen's Bishop to his fifth.

(*f*) "B. takes Kt." with the view to advance the Queen's Bishop's Pawn on the Knight next move, would have improved White's game.

PROBLEMS FOR YOUNG PLAYERS.

No. 111.

White.	*Black.*
K. at his R.'s square	K. at his R.'s third
Q. at her Kt.'s square	Q. at K. Kt.'s sixth
R. at K. B.'s fourth	R. at K. Kt.'s third
Pawn at K. R.'s fourth	B. at K.'s third
	Kt. at K. B.'s third
	Kt. at K. Kt.'s fifth
	Pawn at K. R.'s fourth

End of a game between two players at Ipswich; White, having to play, drew the game.

No. 112.

By 12-17.

White.	*Black.*
K. at Q. R.'s square	K. at his third
Q. at K. Kt.'s seventh	Pawns at K. R.'s second, K. R.'s fourth, K. B.'s second, K. B.'s fourth, Q.'s second, and Q.'s fourth
R. at Q.'s fourth	
B. at K. B.'s eighth	
B. at Q. R.'s second	
Kt. at K. Kt.'s second	
Kt. at Q. R.'s sixth	
Pawns at K. Kt.'s third, K. B.'s fourth, and K.'s second	

White to play, and checkmate with his King's Pawn, in seven moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 109.

White.	*Black.*
1. Q. B. P. one (discov. check)	1. K. to Q. R.'s second
2. Q. B. P. one, becoming a Kt. (check)	2. R. takes Kt.
3. Q. P. takes R., becoming a Kt. (CHECKMATE).	

No. 110.

White.	*Black.*
1. Q. to K. Kt.'s eighth (check)	1. K. takes Q.
2. Kt. to K. R.'s sixth (CHECKMATE).	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 165.—E.*

White.	*Black.*
K. at Q. Kt.'s square	K. at his R.'s fifth
R. at Q. Kt.'s third	R. at Q. Kt.'s fourth
B. at Q.'s square	Pawns at K. R.'s second, and K. R.'s third
B. at Q. R.'s third	
Kt. at Q. Kt.'s eighth	
Pawns at K. Kt.'s second, and K. B.'s second	

White, playing first, engages to mate with a Pawn in six moves, without taking the adverse Rook.

No. 166.—E.

White.	*Black.*
K. at Q. B.'s eighth	K. at his square
Q. at K.'s second	R. at K. B.'s eighth
R. at K. B.'s seventh	R. at Q. B.'s eighth
B. at K. Kt.'s fifth	Pawns at Q.'s fourth, and Q. B.'s fifth
Kt. at K.'s fifth	
Pawns at K. Kt.'s seventh, and Q. B.'s sixth	

White, having to play, undertakes, without taking both Black Rooks, to mate with a Pawn in six moves.

No. 167.—E.

White.	*Black.*
K. at Q. R.'s square	K. at Q. Kt.'s square
Q. at her B.'s sixth	Pawns at K.'s second, and Q. R.'s third
R. at Q. B.'s seventh	

* See page 366 of the Second Volume.

White.	*Black.*
B. at Q.'s third	
Kt. at K. B.'s second	
Kt. at K.'s sixth	
Pawn at K. Kt.'s fifth	

White to play first, and mate with the Pawn in seven moves, or compel Black to mate in fourteen moves.

No. 168.—E.

White.	*Black.*
K. at his R.'s second	K. at his R.'s square
Q. at her third	Q. at her B.'s eighth
B. at Q. B.'s fourth	R. at Q. Kt.'s seventh
B. at Q. B.'s fifth	B. at K. R.'s second
Kt. at K.'s fifth	B. at Q. R.'s fourth
Kt. at Q.'s sixth	Kt. at K. Kt.'s fourth
Pawns at K. R.'s third, K. Kt.'s second, and Q. B.'s third	Kt. at K. B.'s third
	Pawns at K. R.'s third, and K. Kt.'s second

White, playing first, to mate in seven moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 119.

White.	*Black.*
1. B. takes P. (check)	1. B. takes B. (*a*)
2. R. takes P. (check)	2. K. to his R.'s or B.'s square (*b*)
3. R. takes R.	3. B. takes R. (*c*)
4. The King moves diagonally until he gains his Queen's Bishop's square, and the Black King, even with Bishop and Pawn, cannot then win against the King and Pawn alone.	

(*a*) If Black does not take the Bishop, White, by taking the Rook will win at least "the exchange."

(*b*) Were Black to take the Rook with Rook, his opponent would be stalemated.

(*c*) Black must take the Rook or lose the game.

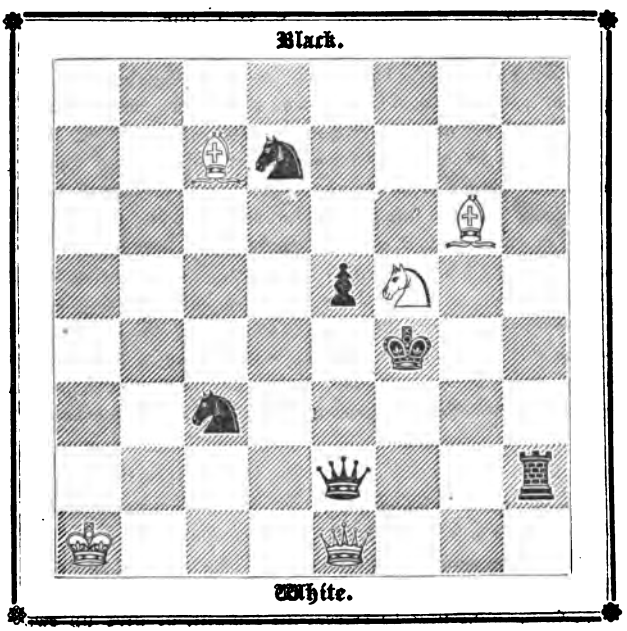
No. 120.

White.	*Black.*
1. K. Kt. P. one (check)	1. K. takes P. (best)
2. Q. to K. Kt.'s fourth (check)	2. K. to R.'s second, or (A)
3. Q. to K. B.'s fifth (check)	3. K. to Kt.'s square, or (B)
4. Q. to her B.'s eighth (check)	4. K. to B.'s second
5. Q. to her seventh (check)	5. If the Queen takes Queen, White is stalemated; and if the King moves, White gives "perpetual check."
	(A)
	2. K. to B.'s second
3. Q. to her seventh (check), &c. as above	
	(B)
	3. K. Kt. P. one
4. Q. to her seventh (check), &c. as above	

PROBLEM, No. 122.

By M. D'Orville.

White, playing first, to mate in four moves.



ELEMENTARY LESSONS

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

Lesson Seventh.

On the King's Bishop's Opening.

The Lopez Gambit.

(*Continued from page* 160.)

THIRD DEFENCE.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K.'s second	3. K. Kt. to B.'s third

This mode of defence, although not the best which the second player can adopt, is less objectionable than either of those we have been considering.

4. K. B. P. two. 4. Q. P. one.

If White, instead of advancing the King's Bishop's Pawn two steps, takes the King's Bishop's Pawn with his Bishop, giving check, &c. &c. his opponent, in a few moves, will have the better game. We think the present move of the first player quite as safe as that of "Q. B. P. one," which M. Calvi, in his recent analysis of this spirited opening, has adopted from Salvio's treatise; and it has the advantage of being much more attacking than the line of play he recommends.

Black's move of "Q. P. one," is perhaps the best he can now find: by taking the King's Knight with his Bishop, he would bring the adverse Rook into dangerous play. If he take the King's Bishop's Pawn, the first player may advance King's Pawn, compelling the Knight to retreat, and follow this movement by playing King's Knight to Bishop's third; and should he bring out his Queen's Knight, White would play Queen's Bishop's Pawn one step, threatening at the next move to take the King's Pawn.

5. K. Kt. to B. third. 5. Q. Kt. to B. third.

White plays out his Knight to attack the King's Pawn, and to enable him to render his King's Rook of service presently.

Were Black, in lieu of sustaining the King's Pawn, to move King's Knight to Knight's fifth, his adversary could push King's Rook's Pawn one step, compelling him to retreat his Knight, or give up two minor

pieces for the Rook. If Black play his Queen's Bishop to King's Knight's fifth, the following moves may deserve consideration :—

White.	*Black.*
	Q. B. to K. Kt.'s fifth
P. takes K. P.	B. takes Kt., or (A)
K. Kt. P. takes B.	Q. P. takes P.
K. B. takes K. B. P. (check)	K. takes B.
Q. to Q. B.'s fourth (ch.), &c. &c.	

(A)

	Q. P. takes P.
B. takes K. B. P. (check)	K. takes B.
Kt. takes P. (check), &c., gaining a Pawn, and a very fine position.	

6. Q. B. P. one. 6. Q. B. to K. Kt.'s fifth.

By playing this Pawn, White prevents the threatened encroachment of his opponent's Knight, and is enabled to advance the Pawns against the King's entrenchments, if he eventually Castle on the Queen's side.

Black's move is a good one, inasmuch as it embarrasses White in the development of his game, and brings a valuable piece into action.

7. Q. P. one. 7. Castles.

This move gives egress to White's Queen's Bishop, and affords his other Bishop an opportunity of retiring, if the enemy plays on the Queen's Pawn.

If Black, instead of Castling, move his Queen to King's second, White should still play as follows :—

8. K. B. P. one. And he has a capital game.

FOURTH DEFENCE.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K.'s second	3. Q. to K.'s second

"Q. to K.'s second," is an excellent move for the second player at this stage; and his defence, if properly carried through, should result in an equal game.

4. K. B. P. two	4. K. Kt. to B.'s third
5. K. Kt. to B.'s third	5. Q. P. one
6. Q. Kt. to B.'s third	6. Q. B. P. one

Black moves this Pawn to prevent the threatened advance of the Queen's Knight.

7. Q. P. one	7. Q. B. to K. Kt.'s fifth
8. K. B. P. one	8. Q. Kt. to Q.'s second
9. Q. B. to K. Kt.'s fifth	9. K. R. P. one
10. Q. B. to K. R.'s fourth	10. K. Kt. P. two

White may now either take the Pawn *en passant*, or retreat his Bishop to King's Bishop's second square; in either case the game is equal.

FIFTH DEFENCE.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K.'s second	3. Q. Kt. to B.'s third

M. Calvi is of opinion that Black's third move is the very best that can be adopted by the player defending this gambit; and his analysis of two or three variations which spring from it, is comprehensive and beautiful.

4. Q. B. P. one.	4. K. Kt. to B.'s third.

Instead of moving his Queen's Bishop's Pawn one step, White may take the adverse King's Bishop's Pawn, checking,—the result of which shall be shown in the first Variation.

5. K. B. P. two	5. B. takes K. Kt.
6. R. takes B.	6. Castles
7. Q. P. one	7. Q. P. two

Instead of playing his Queen's Pawn one square, White can take King's Pawn with Pawn.—(See the second Variation.)

8. K. B. takes Q. P.	8. K. Kt. takes B.
9. K. P. takes Kt.	9. K. P. takes K. B. P.
10. B. takes P.	10. R. to K.'s square

White may play his Queen to King's Bishop's third, in lieu of taking the Pawn; in that case, Black must move his Knight to Queen's fourth square. The second player's last move is much better than taking the doubled Pawn with his Queen.

11. B. to K.'s third	11. Kt. to K.'s fourth
12. K. R. P. one	12. B. to K. B.'s fourth
13. Q. P. to Q.'s fourth	13. B. to Q.'s sixth

And then, by playing his Knight to Queen's Bishop's fifth square, Black will gain at least a piece.

FIRST VARIATION.

White.	*Black.*
4. K. B. takes K. B. P. (check)	4. K. takes B.
5. Q. to her B.'s fourth (check)	5. Q. P. two
6. Q. takes B.	6. P. takes P.

If White takes Pawn with Pawn, instead of capturing the Bishop, Black should take King's Bishop's Pawn with his Bishop, giving check, and then play the Queen's Knight to Queen's Rook's fourth.

7. Q. to her B.'s fourth (check)	7. Q. B. to K.'s third
8. Q. takes P.	8. K. Kt. to B.'s third

And, play as he may, White has a very inferior game to that of his opponent.

SECOND VARIATION.

White.	*Black.*
7. P. takes K. P.	7. Q. Kt. takes P.
8. K. B. to Q. Kt.'s third	8. K. Kt. takes K. P.
9. Q. takes Kt.	9. R. to K.'s square
10. K. to Q.'s square	10. Q. P. two
11. Q. takes P.	11. Q. B. to K. Kt.'s fifth (ch.)
12. K. to Q. B.'s second	12. Q. to K. B.'s third

And, although minus a piece, Black will win, from the strength of his position, without difficulty.

NAPOLEON PLAYING CHESS AT ST. HELENA.

BONAPARTE, as is well known, was frequently in the habit of playing Chess in his solitude at St. Helena; and it is related by one of his annalists,—Las Casas, I think,—that he would sometimes pause in the middle of a game, and look around him in an abstracted manner, with thoughts apparently diverted into some other channel.

Shorn of his wide dominion,
And stript of borrowed throne,
Within a narrow chamber coop'd,
Sits great Napoleon;
A solitary islet
Upon the heaving main,
His prison home—that chequer'd board
His only battle plain.

He marks it not—old memories
Upon the Captive pour;—
Haply the sun of Austerlitz
Victorious shines once more;
At Borodino's ghastly fray
He joins the slaughter shock—
Leans now in sternest anguish o'er
The corse of rough Duroc.*

And see!—a gentle vision,
With melancholy eye,

* "Napoleon, profoundly affected, dismounted, and gazed long at the battery from which the fatal shot had issued; he then entered the cottage, and ascertained, with tears in his eyes, that there was no hope. 'Duroc,' said he, pressing the hand of the dying hero, 'there is another world where we shall meet again.'"—*Death of Duroc, Alison*, vol. ix. p. 249.

And patient, mild, submissive air,
Glideth dejected by;
Upon the fallen conqueror
She looks with pitying mien;—
Thy cruel wrong is well avenged,
Fond, hapless Josephine!

But lo!—a darker shadow
Falls on the massive brow,
A death-like pallor overspreads
Those marble features now;
Two blood-stain'd phantoms slowly flit
Before his troubled sight—
His straining eyeballs gaze upon
Young D'Enghien and Wright!

It had been well, dread Corsican,
For suffering mankind,
If ever to that mimic strife
Thy wars had been confined;
Then mourning Jena's field would ne'er
Have drain'd her sanguine flood,
Nor the melting snows of Russia
Wept red with human blood.

Where all thy serried legions,
Thy stalwart grenadiers?
Where thy resistless phalanx
Of steel-clad cuirassiers?
Their scatter'd bones by thousands
Old Leipsic's meadow strew—
In bleaching masses thick they lie
In Spain—at Waterloo.

An exile in captivity,
Such now thy joyless fate,
A widower and childless—
Th' oppressor desolate;
Ay, Retribution's stedfast gripe
Enfolds her victim fast,
To thine own lip the bitter cup
Commended is at last.

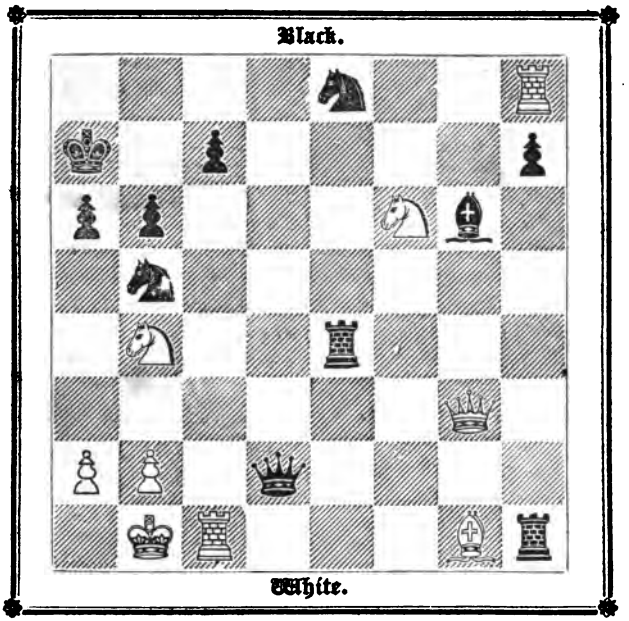
H. A. K.

Brighton, March 4, 1842.

PROBLEM, No. 123.*

By MENDHEIM.

White, playing first, to mate in five moves.



GAME CCCXCVII.

Mr. ST——N gives "the Pawn and two Moves" to a Member of the London Chess Club.

(*Remove Black's K.'s B.'s P. from the board.*)

White. (Mr. —.)	*Black.* (Mr. ST—N.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. R. P. two	3. Q. B. P. two
4. Q. Kt. to B. third	4. P. takes P.
5. Q. takes P.	5. Q. Kt. to B. third
6. Q. to her square	6. K. Kt. to B. third
7. K. Kt. to B. third	7. K. B. to K. second
8. K. B. to Q. third	8. Castles
9. K. Kt. to his fifth	9. K. R. P. one
10. Q. to K. second	10. Q. Kt. to K. fourth

* *From Le Palamède.*

White. (Mr. —.)	*Black.* (Mr. St—n.)
11. K. B. P. two	11. Kt. takes B. (check)
12. P. takes Kt.	12. K. B. to Q. Kt. fifth
13. B. to Q. secoud	13. Q. P. one
14. K. P. one	14. Kt. to R. second
15. P. takes P.	15. B. takes Kt.
16. P. takes B.	16. Q. takes P.
17. Kt. to B. third	17. Q. Kt. P. one
18. Kt. to K. fifth	18. B. to Q. Kt. second
19. Castles	19. Q. R. to Q. square
20. K. R. to K. square	20. Q. Kt. P. one
21. Q. R. P. two	21. Q. R. P. one
22. P. takes P.	22. P. takes P.
23. Q. P. one	23. Q. Kt. P. one
24. Q. R. to his fifth	24. K. R. to K. square
25. K. R. to Q. Kt. square	25. P. takes Q. B. P.
26. B. takes P.	26. B. to Q. R. square
27. Q. to K. third	27. K. Kt. to B. third
28. B. to Q. Kt. fourth	28. Q. to her Kt. third
29. Kt. to Q. B. fourth	29. Q. to her B. third

The remainder of the game was not taken down: it terminated in favour of the second player.

GAME CCCXCVIII.

Between two Members of the Ipswich Club.

White. (Mr. C—.)	*Black.* (Mr. L—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. P. one
5. K. R. P. one	5. K. Kt. to B. third
6. Q. P. two	6. P. takes P.
7. P. takes P.	7. B. checks
8. Q. Kt. to B. third (*a*)	8. B. takes Kt., checking (*b*)
9. P. takes B.	9. Kt. takes K. P.
10. Q. to her third	10. Kt. to K. B. third (*c*)
11. Castles	11. Q. P. one
12. B. to Q. Kt. fifth	12. Castles
13. Q. B. to Q. R. third	13. Q. Kt. to K. second
14. Q. R. to K. square	14. K. Kt. to K. fifth
15. K. Kt. to Q. second	15. K. B. P. two
16. K. B. P. one	16. Kt. to Q. third
17. B. takes Kt.	17. Q. takes B.
18. R. to K. fifth	18. Q. B. P. one

White. (Mr. C—.)	*Black.* (Mr. L—.)
19. B. to Q. R. fourth	19. Q. Kt. P. two (*d*)
20. B. to Q. Kt. third	20. Q. to K. B. third (*e*)
21. K. R. to K. square	21. K. R. to K. square
22. Q. R. P. two	22. Q. R. P. one
23. Q. R. P. one	23. Q. B. to Q. second
24. Q. to K. third	24. K. B. P. one
25. Q. to K. second	25. Kt. to Kt. third
26. R. takes R. (check)	26. Q. R. takes R.
27. Q. to K. B. second	27. R. takes R., checking
28. Q. takes R.	28. Q. to K. Kt. fourth
29. K. to R. square	29. Kt. to K. R. fifth
30. Q. to K. B. second	30. Q. to K. Kt. sixth
31. Q. takes Q.	31. P. takes Q.
32. Kt. to K. fourth	32. Kt. to K. B. fourth
33. Kt. to Q. second (*f*)	33. K. Kt. P. two
34. K. to Kt. square	34. Kt. to K. sixth
35. Kt. to K. B. square	35. Kt. takes Kt.
36. K. takes Kt.	36. K. R. P. two
37. B. to Q. B. second	37. K. to Kt. second
38. K. to his second	38. K. to B. third
39. K. to his third	39. B. to K. B. fourth
40. B. takes B.	40. K. takes B.

AND THE GAME WAS HERE ABANDONED AS DRAWN. (*g*)

Notes to Game CCCXCVIII.

(*a*) Queen's Knight to Queen's second, is the proper move at this point.

(*b*) He should have taken King's Pawn with his Knight.

(*c*) To have Castled, or played Queen's Pawn one, would have been better than retreating the Knight.

(*d*) If, instead of this move, Black had played his Knight to King's Knight third, and, upon the Rook retiring, had moved the Knight to Bishop's fifth, he would have obtained an irresistible attack.

(*e*) This and Black's following move appear to have been made for the purpose of enabling the opponent to develop his resources.

(*f*) Knight to Queen's Bishop's fifth would have been better play.

(*g*) Black should have retreated his King to the Queen's side, with the view to compel an exchange of the adversary's Queen's Pawn for his Queen's Bishop's Pawn; after which, he ought to have won without difficulty.

This game is feebly contested, and presents few situations of interest; but it is the first contribution of a young and promising Club, and its insertion may stimulate the players to produce games more deserving publicity.

PROBLEMS FOR YOUNG PLAYERS.

No. 111.

White.	*Black.*
K. at his R.'s square	K. at his R.'s third
Q. at her Kt.'s square	Q. at K. Kt.'s sixth
R. at K. B.'s fourth	R. at K. Kt.'s third
Pawn at K. R.'s fourth	B. at K.'s third
	Kt. at K. B.'s third
	Kt. at K. Kt.'s fifth
	Pawn at K. R.'s fourth

End of a game between two players at Ipswich; White, having to play, drew the game.

No. 112.

By 12-17.

White.	*Black.*
K. at Q. R.'s square	K. at his third
Q. at K. Kt.'s seventh	Pawns at K. R.'s second, K. R.'s fourth, K. B.'s second, K. B.'s fourth, Q.'s second, and Q.'s fourth
R. at Q.'s fourth	
B. at K. B.'s eighth	
B. at Q. R.'s second	
Kt. at K. Kt.'s second	
Kt. at Q. R.'s sixth	
Pawns at K. Kt.'s third, K. B.'s fourth, and K.'s second	

White to play, and checkmate with his King's Pawn, in seven moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 109.

White.	*Black.*
1. Q. B. P. one (discov. check)	1. K. to Q. R.'s second
2. Q. B. P. one, becoming a Kt. (check)	2. R. takes Kt.
3. Q. P. takes R., becoming a Kt. (CHECKMATE).	

No. 110.

White.	*Black.*
1. Q. to K. Kt.'s eighth (check)	1. K. takes Q.
2. Kt. to K. R.'s sixth (CHECKMATE).	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 165.—E.*

White.	*Black.*
K. at Q. Kt.'s square	K. at his R.'s fifth
R. at Q. Kt.'s third	R. at Q. Kt.'s fourth
B. at Q.'s square	Pawns at K. R.'s second, and K. R.'s third
B. at Q. R.'s third	
Kt. at Q. Kt.'s eighth	
Pawns at K. Kt.'s second, and K. B.'s second	

White, playing first, engages to mate with a Pawn in six moves, without taking the adverse Rook.

No. 166.—E.

White.	*Black.*
K. at Q. B.'s eighth	K. at his square
Q. at K.'s second	R. at K. B.'s eighth
R. at K. B.'s seventh	R. at Q. B.'s eighth
B. at K. Kt.'s fifth	Pawns at Q.'s fourth, and Q. B.'s fifth
Kt. at K.'s fifth	
Pawns at K. Kt.'s seventh, and Q. B.'s sixth	

White, having to play, undertakes, without taking both Black Rooks, to mate with a Pawn in six moves.

No. 167.—E.

White.	*Black.*
K. at Q. R.'s square	K. at Q. Kt.'s square
Q. at her B.'s sixth	Pawns at K.'s second, and Q. R.'s third
R. at Q. B.'s seventh	

---

* See page 366 of the Second Volume.

White.	*Black.*
B. at Q.'s third	
Kt. at K. B.'s second	
Kt. at K.'s sixth	
Pawn at K. Kt.'s fifth	

White to play first, and mate with the Pawn in seven moves, or compel Black to mate in fourteen moves.

No. 168.—E.

White.	*Black.*
K. at his R.'s second	K. at his R.'s square
Q. at her third	Q. at her B.'s eighth
B. at Q. B.'s fourth	R. at Q. Kt.'s seventh
B. at Q. B.'s fifth	B. at K. R.'s second
Kt. at K.'s fifth	B. at Q. R.'s fourth
Kt. at Q.'s sixth	Kt. at K. Kt.'s fourth
Pawns at K. R.'s third, K. Kt.'s second, and Q. B.'s third	Kt. at K. B.'s third
	Pawns at K. R.'s third, and K. Kt.'s second

White, playing first, to mate in seven moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 119.

White.	*Black.*
1. B. takes P. (check)	1. B. takes B. (*a*)
2. R. takes P. (check)	2. K. to his R.'s or B.'s square (*b*)
3. R. takes R.	3. B. takes R. (*c*)
4. The King moves diagonally until he gains his Queen's Bishop's square, and the Black King, even with Bishop and Pawn, cannot then win against the King and Pawn alone.	

(*a*) If Black does not take the Bishop, White, by taking the Rook will win at least "the exchange."

(*b*) Were Black to take the Rook with Rook, his opponent would be stalemated.

(*c*) Black must take the Rook or lose the game.

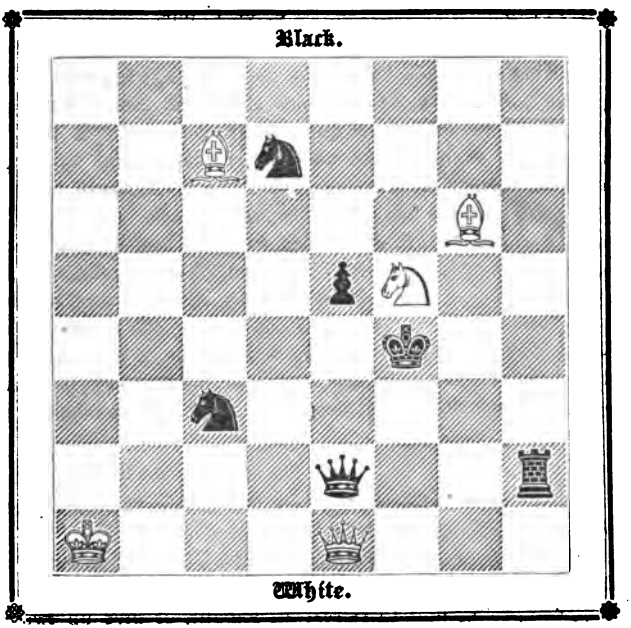
No. 120.

White.	*Black.*
1. K. Kt. P. one (check)	1. K. takes P. (best)
2. Q. to K. Kt.'s fourth (check)	2. K. to R.'s second, or (A)
3. Q. to K. B.'s fifth (check)	3. K. to Kt.'s square, or (B)
4. Q. to her B.'s eighth (check)	4. K. to B.'s second
5. Q. to her seventh (check)	5. If the Queen takes Queen, White is stalemated; and if the King moves, White gives "perpetual check."
	(A)
	2. K. to B.'s second
3. Q. to her seventh (check), &c. as above	
	(B)
	3. K. Kt. P. one
4. Q. to her seventh (check), &c. as above	

PROBLEM, No. 122.

By M. D'Orville.

White, playing first, to mate in four moves.



SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 111.

White.	*Black.*
1. Q. takes R. (check)	1. K. takes Q.
2. R. takes Kt. (check)	

And play as Black may, the game must be drawn.

No. 112.*

White.	*Black.*
1. K. Kt. to R.'s fourth	1. Q. P. one
2. Q. Kt. to his eighth	2. K. B. P. one
3. Kt. takes P. at K. B.'s fifth	3. R. P. one
4. B. takes Q. P. (check)	4. K. takes Kt.
5. K. P. two (CHECKMATE).	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 169.—E.†

White.	*Black.*
K. at Q. R.'s third	K. at Q. R.'s square
Q. at her fourth	Pawns at K. R.'s third, Q. R.'s third, fourth, and fifth square
B. at K. R.'s fifth	
B. at K. Kt.'s square	
Kt. at Q. B.'s fourth	
Pawns at K. R.'s second, K.'s fourth, Q.'s third, and Q. Kt.'s sixth	

White, playing first, to mate with a Pawn in three moves, or compel Black to mate with the Pawn, which stands at Queen's Rook's third, in ten moves.

---

* An Amateur has favoured us with a solution of this problem in *five moves* instead of seven.

† See page 366 of the Second Volume.

No. 170.

White.	*Black.*
K. at his Kt.'s sixth	K. at his Kt.'s square
Kt. at Q.'s third	R. at Q. R.'s sixth
Pawns at K. R.'s fourth, and K. B.'s sixth	Pawns at K. Kt.'s fifth, K. B.'s fifth, Q. Kt's sixth, and Q. R.'s fifth

White to play, and win in four moves.

No. 171.—E.

White.	*Black.*
K. at Q. Kt.'s square	K. at Q. R.'s square
Q. at Q. B.'s seventh	B. at K. R.'s eighth
R. at K. R.'s seventh	Pawns at Q. B.'s sixth, and Q. R.'s third
B. at K. B.'s sixth	
B. at Q. R.'s second	
Kt. at Q. R.'s fifth	
Pawns at Q. B.'s second, and Q. Kt.'s sixth	

White, having to play, engages to mate with a Pawn in four moves, or compel Black to mate with his Rook's Pawn in six moves.

No. 172.

White.	*Black.*
K. at Q.'s fifth	K. at Q.'s square
R. at Q. Kt.'s fourth	
Kt. at Q.'s fourth	
Pawns at K. B.'s fifth, and Q. B.'s fifth	

White, having to play, undertakes to check, on the fifth move, with one Pawn, and to checkmate, on the sixth move, with the other.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 121.

White.	*Black.*
1. R. to K.'s eighth (check)	1. Q. to her square (*a*)
2. R. takes Q. (check)	2. R. takes R.
3. Kt. to Q. B.'s seventh (check)	3. K. to Kt.'s square

(*a*) If the Queen is not interposed, mate may be given in five moves.

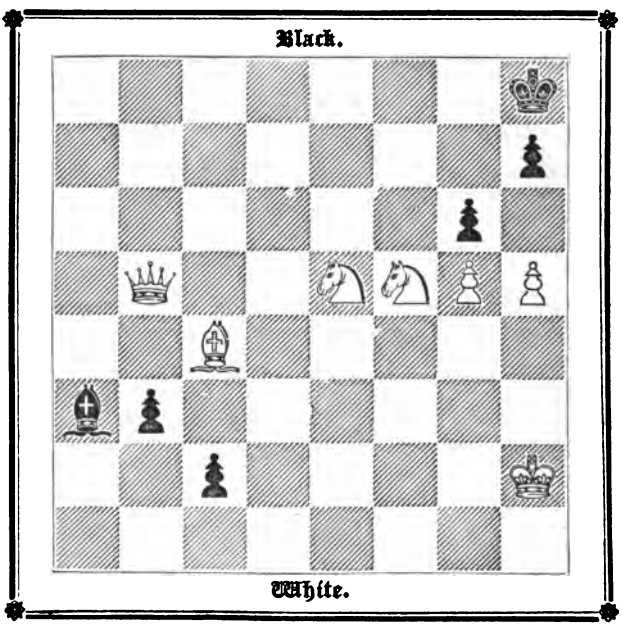
White.	*Black.*
4. Kt. to Q. R.'s sixth (double ch.)	4. K. to R.'s square
5. Q. to her Kt.'s eighth (check)	5. R. takes Q.
6. Kt. to B.'s seventh (ch.) MATE.	

No. 122.

White.	*Black.*
1. Q. to K. Kt.'s third (check)	1. K. to his fifth
2. Kt. to K.'s third (discov. ch.)	2. K. to Q.'s fifth
3. Q. takes K.'s P. (check)	3. Kt. takes Q.
4. B. to Q. Kt.'s sixth (CHECK-MATE).	

PROBLEM, No. 124.

Termination of a "marked Pawn" Game, between Mr. S. AD——S and another Amateur; Mr. A——s, having to move in the following position, agreed to mate with his King's Knight's Pawn in five moves.



THE MUZIO GAMBIT.

The following Variations on the Muzio Gambit are taken from a Treatise on the Game, printed at Madras, in 1829, entitled, "Analysis of the Muzio Gambit," &c. &c. By GHULAM KASSIM, of Madras.*

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Q. P. two	5. P. takes Kt.
6. Q. takes P.	6. Q. P. two
7. B. takes Q. P.	7. Q. B. P. one
8. B. takes K. B. P. (check)	8. K. takes B.
9. Q. B. takes P.	9. K. Kt. to B. third
10. Q. B. P. one	10. K. to his square
11. B. to K. Kt. fifth	11. K. B. to K. second
12. Castles	12. K. R. to B. square
13. K. P. one	13. K. Kt. to Q. fourth
14. Q. takes R. (check)	14. B. takes Q.
15. B. takes Q.	15. K. takes B.
16. R. takes B. (check)	16. K. to Q. B. second
17. R. to K. B. seventh (check)	17. K. to Kt. third
18. R. takes K. R. P.	

White has the better game.

Variation on Black's 9th move.

White.	*Black.*
9. Q. B. takes P.	9. K. to his Kt. second
10. Castles	10. K. Kt. to B. third
11. Q. Kt. to B. third	11. Q. takes Q. P. (check)
12. K. to R. square	12. R. to K. Kt. square
13. Q. R. to Q. square	13. Q. to her B. fourth
14. B. to K. third	14. Q. to K. second
15. B. to Q. fourth	15. Q. Kt. to Q. second
16. K. P. one	16. K. to R. square
17. P. takes Kt.	17. Q. to K. B. second
18. Q. R. to K. square	18. Q. B. P. one
19. Q. R. to K. seventh	19. Q. to K. Kt. third
20. K. B. P. one (discov. check)	20. P. takes B.

* The accompanying Variations form but a brief portion of Ghulam Kassim's copious and skilful Analysis, the whole of which, we believe, will appear in Mr. Lewis's new Work.

White.	*Black.*
21. P. takes R., becomes a Q., and checks	21. K. takes Q.
22. Q. to her fifth (check)	22. K. to R. square
23. Q. takes P. (check)	23. B. to K. Kt. second
24. Q. to her fifth	24. Kt. to B. third
25. Q. to her eighth (check)	25. Kt. to K. Kt. square
26. Q. R. to K. eighth	26. B. to K. R. third
27. K. R. to B. sixth	27. Q. to K. Kt. fourth
28. K. R. takes K. B.	28. Q. takes Q.
29. Q. R. takes Q.	29. K. to Kt. second
30. K. R. to his fifth	

And White has a fine game.

Variation on Black's 26th move.

White.	*Black.*
26. Q. R. to K. eighth	26. B. takes Kt.
27. P. takes B.	27. B. to K. R. sixth
28. Q. to her fourth (check)	28. Q. to Kt. second
29. Q. takes Q. (check)	29. K. takes Q.
30. R. takes R.	

White ought to win easily.

Variation on Black's 20th move.

White.	*Black.*
20. K. B. P. one (check)	20. R. to K. Kt. second
21. B. takes R. (check)	21. Q. takes B.
22. R. to K. eighth	22. K. R. P. one
23. Kt. to Q. fifth	23. Q. Kt. to his third
24. Kt. takes Kt.	24. P. takes Kt.
25. Q. to Q. B. third	

White should win.

Variation on Black's 23rd move.

White.	*Black.*
23. Kt. to Q. fifth	23. Kt. to K. fourth
24. R. takes B. (check)	24. Q. takes R.
25. Q. to K. B. sixth (check)	25. K. to R. second
26. Q. takes Kt.	

White has a fine game.

Variation on the 16th move.

White.	*Black.*
16. K. P. one	16. Kt. to K. square
17. K. P. one (discov. check)	17. Q. Kt. to B. third
18. Q. Kt. to K. fourth	18. K. to his R. square

White.	*Black.*
19. Kt. takes Kt.	19. B. to K. Kt. second
20. Kt. takes R.	20. K. takes Kt.
21. Q. to B. seventh (check)	21. Q. takes Q.
22. P. takes Q. (check)	

White mates in two moves.

Variation on Black's 11th move.

White.	*Black.*
11. Q. Kt. to B. third	11. B. to K. second
12. Q. to Kt. third (check)	12. K. to B. second
13. K. P. one	13. R. to Kt. square
14. Q. to her third	14. R. to Kt. third
15. P. takes Kt.	15. B. takes P.
16. B. to K. fifth	16. K. to Kt. square
17. Q. to B. fourth (check)	17. K. to Kt. second
18. R. takes B.	18. R. takes R.
19. Kt. to K. fourth	19. Kt. to Q. second
20. Kt. takes R.	20. Kt. takes Kt.
21. R. to K. B. square	

White has the better game.

Variation on Black's 16th move.

White.	*Black.*
16. B. to K. fifth	16. K. to Kt. second
17. R. takes B.	17. R. takes R.
18. Kt. to K. fourth	18. Q. Kt. to Q. second
19. Kt. takes R.	

White has the advantage.

Variation on Black's 12th move.

White.	*Black.*
12. Q. to Kt. third (check)	12. Kt. to his fifth
13. K. R. P. one	13. Q. takes P. (check)
14. K. to R. square	14. K. R. P. two
15. Q. R. to Q. square	15. Q. to K. B. fourth
16. Q. Kt. P. two	16. Q. takes P.
17. B. to K. fifth (check)	

White has a good game.

Variation on Black's 10th move.

White.	*Black.*
10. Castles	10. Q. takes P. (check)
11. B. interposes	11. Q. to her second
12. Q. to Kt. third (check)	12. Q. to Kt. fifth
13. Q. to K. fifth (check)	

White must win.

Variation on Black's 7th move.

White.	*Black.*
7. B. takes P.	7. K. Kt. to B. third
8. Castles	8. Kt. takes B.
9. P. takes Kt.	9. Q. to B. third
10. Q. to K. fourth (check)	10. K. to Q. square
11. B. takes P.	11. Q. to K. second
12. Q. to B. third	12. R. to Kt. square
13. Kt. to Q. second	13. B. to K. Kt. fifth
14. Q. to B. second	14. Kt. to Q. second
15. Q. R. to K. square	15. Q. to B. third
16. Kt. to K. fourth	16. Q. to K. Kt. third
17. Q. B. P. two	17. K. B. to Q. third
18. B. takes B.	18. P. takes B.
19. B. P. one	19. P. takes P.
20. P. takes P.	20. K. R. to K. square
21. Kt. to Q. sixth	21. R. takes R.
22. Q. takes R.	22. K. to B. second
23. Q. to Kt. fourth	23. K. to Q. square

White has an easy game.

Variation on Black's 22d move.

White.	*Black.*
22. Q. takes R.	22. Kt. takes P.
23. Kt. takes K. B. P. (check)	23. K. to Q. B. second
24. Q. to K. seventh (check)	24. Kt. interposes
25. K. R. checks	25. K. to Kt. third
26. Q. to Kt. fourth (check)	26. K. to R. third
27. Kt. to Q. sixth	27. B. to K. seventh
28. Q. takes Kt. P. (check)	28. K. to R. fourth
29. Kt. P. two (check)	29. K. to R. fifth
30. Q. takes Kt. (check)	

White should win.

Variation on Black's 8th move.

White.	*Black.*
8. Castles	8. Q. B. P. one
9. B. takes K. B. P. (check)	9. K. takes B.
10. Q. B. P. one	10. K. to his square
11. B. takes P.	11. B. to K. second
12. B. to Kt. fifth	12. R. to B. square

And so on, as in the first game.

ON THE INDIAN GAME OF CHESS.

By Sir William Jones.

If evidence be required to prove that Chess was invented by the Hindus, we may be satisfied with the testimony of the Persians; who, though as much inclined as other nations to appropriate the ingenious inventions of a foreign people, unanimously agree that the game of Chess was imported from the West of India, together with the charming Fables of Vishnusarman, in the sixth century of our era: it seems to have been immemorially known in Hindustan by the name of *Chaturanga*, that is, the four anga's or members of an army, which are said, in the *Amaracósha*, to be *hastyáswarat'hapáddátam*, or *elephants, horses, chariots*, and *foot-soldiers;* and in this sense the word is frequently used by Epic Poets in their descriptions of real armies. By a natural corruption of the pure *Sanscrit* word, it was changed, by the old Persians, into *Chatrang;* but the Arabs, who soon after took possession of their country, had neither the initial nor final letter of that word in their alphabet, and consequently altered it farther into *Shatranj*, which found its way presently into the modern Persian, and at length into the dialects of India, where the true derivation of the name is known only to the learned: thus has a very significant word in the sacred language of the Bráhmans been transformed, by successive changes, into *Axedres, Scacchi, Echecs, Chess;* and, by a whimsical concurrence of circumstances, given birth to the English word Check, and even a name to the Exchequer of Great Britain. The beautiful simplicity and extreme perfection of the game, as it is commonly played in Europe and Asia, convince me that it was invented by one effort of some great genius; not completed by gradual improvements, but formed, to use the phrase of Italian critics, *by the first intention;* yet of this simple game, so exquisitely contrived and so certainly invented in India, I cannot find any account in the classical writings of the Bráhmans. It is indeed confidently asserted, that Sanscrit books on Chess exist in this country, but I can only exhibit a description of a very ancient Indian game of the same kind, but more complex, and, in my opinion, more modern, than the simple Chess of the Persians. This game is also called *Chaturanga*, but more frequently *Chaturáji*, or the four Kings, since it is played by four persons, representing as many Princes, two allied armies combatting on each side; the description is taken from the *Bhawishya Purán*, in which Yudhisht'hir is represented conversing with Vya'sa, who explains, at the King's request, the form of the fictitious warfare and the principal rules of it:—"Having marked eight squares on all sides, says the Sage, place the *red* army to the East, the *green* to the South, the *yellow* to the West, and the *black* to the North: let the *elephant* stand on the left of the *King*, next to him the *horse*, then the

boat; and before them all, four *foot-soldiers;* but the *boat* must be placed in the angle of the board."

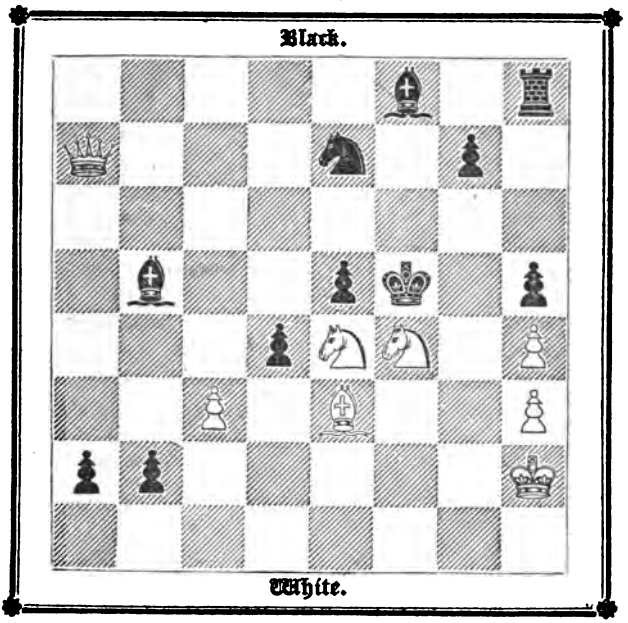
From this passage it clearly appears that an army, with its four *Anga's*, must be placed on each side of the board, since an *elephant* could not stand in any other position on the left hand of each *King;* and RA'DHA'CA'NT informed me, that the board consisted like ours of sixty-four squares, half of them occupied by the forces, and half vacant; he added, that this game is mentioned in the oldest law books, and that it was invented by the wife of *Ra'van*, King of Lanca, in order to amuse him with an image of war, while his city was closely besieged by RA'MA, in the second age of the world. He had not heard the story told by FIRDAUSI, near the close of the *Sháhnamah*, and it was probably carried into Persia from *Cányacuvja* by BORZU, the favourite physician, thence called *Vaidyapriya*, of the great ANU'SHIRAVA'N; but he said that the Bráhmans of Gaur, or Bengal, were once celebrated for superior skill in the game, and that his father, together with his spiritual preceptor, JAGANNA'TH, now living at Tribeni, had instructed two young Bráhmans in all the rules of it, and had sent them to Jayanagar, at the request of the late Rájà, who had liberally rewarded them. A *ship* or *boat* is substituted, we see, in this complex game, for the *rat'h*, or armed chariot, which the Bengalese pronounce *rot'h*, and which the Persians changed into *rokh*, whence came the *Rook* of some European nations; as the *vierge* and *fol* of the French are supposed to be corruptions of *ferz* and *fil*, the *prime minister* and *elephant*, of the Persians and Arabs; it were vain to seek an etymology of the word *rook* in the modern Persian language; for in all the passages extracted from FIRDAUSI and JA'MI, where *rokh* is conceived to mean a hero or a fabulous bird, it signifies, I believe, no more than a *cheek* or a face; as in the following description of a procession in Egypt:—"When a thousand youths, like cypresses, box-trees, and firs, with locks as fragrant, cheeks as fair, and bosoms as delicate as lilies of the valley, were marching gracefully along, thou wouldst have said that the new spring was *turning his face*, (not, as HYDE translates the words, *carried on rokhs*), from station to station;" and, as to the battle of the *duwázdeh rokh*, which D'HERBELOT supposes to mean *douce preux chevaliers*, I am strongly inclined to think that the phrase only signifies a combat of *twelve persons face to face*, or six of a side. I cannot agree with my friend RAD'HA'CA'NT, that a *ship* is properly introduced in this imaginary warfare instead of a *chariot*, in which the old Indian warriors constantly fought; for, though the King might be supposed to sit in a car, so that the four *anga's* would be complete, and though it may often be necessary in a real campaign to pass rivers or lakes, yet no river is marked on the *Indian*, as it is on the *Chinese*, Chess-board, and the intermixture of ships with horses, elephants, and infantry, embattled on a plain, is an absurdity not to be defended.

(To be concluded in our next.)

PROBLEM, No. 125.

By Mr. M'G——E.

White to move, and mate in four moves.



GAME CCCCIII.

Between M. St. Amant and Mr. C——.*

Black. (M. St. A—.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth (*a*)	3. K. B. to Q. B. fourth
4. B. takes Q. Kt.	4. Q. P. takes B.
5. Castles (*b*)	5. Q. B. to K. Kt. fifth
6. K. R. P. one	6. B. takes Kt.
7. Q. takes B.	7. K. Kt. to K. second
8. Q. to K. second	8. Q. to her third
9. Q. B. P. one	9. Kt. to K. Kt. third
10. Q. Kt. P. two	10. B. to Q. Kt. third

* We have been favoured with the three following games, just played between M. St. Amant, who made a brief sojourn here last week, and two strong Metropolitan Players.

Black. (M. St. A—.)	*White.* (Mr. C—e.)
11. Q. R. P. two	11. Q. R. P. two
12. Q. Kt. P. one	12. Kt. to K. B. fifth
13. Q. to K. Kt. fourth	13. K. R. P. two (*c*)
14. Q. takes K. Kt. P. (*d*)	14. Castles on Q. side
15. Q. P. two	15. K. R. to K. Kt. square
16. Q. takes K. P.	16. Kt. takes K. R. P. (check)
17. K. to R. second	17. Q. takes Q.
18. P. takes Q.	18. Kt. takes K. B. P.
19. Q. Kt. P. takes P.	19. K. R. to Kt. fifth
20. P. takes Q. Kt. P. (check)	20. K. takes P.
21. Kt. to Q. second	21. Q. R. to K. Kt. square
22. R. takes Kt.	22. B. takes R.
23. R. to Q. Kt. square (check)	23. K. to Q. B. square

AND BLACK RESIGNED.

Notes to Game CCCCIII.

(*a*) This is not an advisable deviation from the beaten track.

(*b*) If Black instead of Castling, had taken the King's Pawn, White by taking the King's Bishop's Pawn, checking, and then playing his Queen to her fifth, would have had the better game.

(*c*) Well played.

(*d*) A fatal error.

GAME CCCCIV.

Between the same Competitors.

White. (Mr. C—e.)	*Black.* (M. St. A—.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. Q. Kt. to B. third
3. Q. Kt. to B. third	3. K. P. two
4. K. B. to Q. third	4. Q. to K. Kt. fourth
5. Q. to K. B. third	5. K. Kt. to B. third
6. K. Kt. to K. second	6. K. B. to Q. third
7. Castles	7. Castles
8. Q. to K. third	8. Q. to K. R. fifth
9. Q. Kt. to Q. fifth	9. Q. Kt. to Q. fifth
10. Q. Kt. takes Kt. (check)	10. Q. takes Kt.
11. Kt. to Q. B. third	11. Q. to K. third
12. Kt. to K. second	12. K. B. P. two
13. Kt. takes Kt.	13. K. P. takes Kt.
14. Q. to K. R. third	14. K. B. P. one
15. Q. takes Q.	15. P. takes Q.
16. K. B. P. one	16. Q. R. P. one

White. (Mr. C—E.)	*Black.* (M. St. A—.)
17. Q. Kt. P. one	17. Q. B. to Q. second
18. Q. B. to Q. Kt. second	18. K. Kt. P. two
19. K. to K. B. second	19. K. P. one
20. K. R. to K. Kt. square	20. K. to B. second
21. K. Kt. P. one	21. K. R. to K. Kt. square
22. P. takes P.	22. K. Kt. P. takes P.
23. R. takes R.	23. R. takes R.
24. R. to K. Kt. square	24. R. takes R.
25. K. takes R.	25. K. to his Kt. third
26. K. B. to his square	26. K. B. to K. second
27. Q. P. one	27. Q. Kt. P. one
28. Q. B. to his square	28. B. to K. R. fifth
29. Q. B. to Q. second	29. Q. R. P. one
30. Q. R. P. two	30. K. R. P. two
31. K. B. to K. Kt. second	31. K. B. to Q. square
32. K. to K. B. square	32. K. B. to K. R. fifth
33. K. to Kt. square	33. K. to K. Kt. fourth
34. K. to B. square	34. K. to Kt. third

DRAWN GAME.

GAME CCCCV.

Between M. St. Amant, and Mr. G. W——.

Black. (Mr. G. W—.)	*White.* (M. St. A—.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Q. Kt. to B. third	3. Q. Kt. to B. third
4. K. B. to Q. B. fourth	4. K. B. to Q. B. fourth
5. Q. P. one	5. K. R. P. one
6. Castles	6. Q. P. one
7. K. R. P. one	7. Q. B. to K. third
8. B. takes B.	8. P. takes B.
9. Q. Kt. to Q. R. fourth	9. B. to Q. Kt. third
10. Kt. takes B.	10. Q. R. P. takes Kt.
11. Q. B. P. one	11. Castles
12. Q. to K. second	12. Q. to K. square
13. Q. P. one	13. Q. to K. R. fourth
14. K. R. to K. square	14. P. takes Q. P.
15. Kt. takes P.	15. Kt. takes Kt.
16. Q. takes Q.	16. Kt. takes Q.
17. Q. B. P. takes Kt.	17. Q. B. P. two
18. B. to K. third	18. Kt. to K. B. fifth
19. P. takes P.	19. P. at Q. Kt. third takes P.
20. Q. R. to Q. square	20. Q. R. takes R. P.

Black. (Mr. G. W—.)	*White.* (M. St. A—.)
21. Q. R. takes Q. P.	21. Q. R. takes Kt. P.
22. B. takes Q. B. P.	22. Q. Kt. P. two
23. K. R. to Q. R. square	23. K. P. one
24. Q. R. to Q. seventh	24. K. R. to K. B. third
25. K. to R. second	25. K. R. to K. Kt. third
26. K. Kt. P. one	26. Kt. to K. seventh
27. Q. R. to K. seventh	27. Kt. to Q. fifth
28. K. to his Kt. second	28. K. R. to K. B. third
29. K. R. to K. B. square	29. Kt. to K. B. sixth
30. K. R. to Q. square	30. Kt. to Q. fourth
31. K. R. to K. B. square	31. Kt. to Q. B. third
32. Q. R. to Q. seventh	32. Q. Kt. P. one
33. K. R. to Q. R. square	33. Kt. to Q. fourth
34. K. R. to K. B. square	34. Kt. to Q. B. third
35. K. R. to Q. R. square	35. K. Kt. P. one
36. K. R. to Q. R. sixth	36. Q. R. to his seventh
37. K. R. to Q. Kt. sixth	37. Q. R. to Q. B. seventh
38. K. R. to Q. Kt. seventh	38. Q. R. takes B.
39. Q. R. takes K. Kt. P. (check)	39. K. to his B. square
40. Q. R. to K. R. seventh	40. K. to his square
41. Q. R. to K. R. eighth (check)	41. K. R. interposes

AND AFTER A FEW MORE MOVES, BLACK RESIGNED THE GAME.

GAME CCCCVI.

Between Messrs. S——y and B——n.

Black. (Mr. S—y.)	*White.* (Mr. B—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Kt. takes Q. P.
4. K. B. to Q. B. fourth	4. Kt. takes Kt. (check)
5. Q. takes Kt.	5. Q. to K. B. third
6. Q. to her third	6. K. B. to Q. B. fourth
7. Castles	7. Q. to K. Kt. third
8. Q. to her fifth	8. Q. P. one
9. K. B. to Q. Kt. fifth (check)	9. K. to his second
10. Q. to her third	10. K. Kt. to B. third
11. Q. Kt. to B. third	11. Q. B. P. one
12. K. B. to Q. B. fourth	12. Q. B. to K. third
13. Q. B. to K. third	13. Q. B. to K. R. sixth
14. K. Kt. P. one	14. B. takes R.
15. R. takes B.	15. B. takes B.
16. P. takes B.	16. Q. R. to Q. square

Black. (Mr. S—Y.)	*White.* (Mr. B—N.)
17. B. to Q. Kt. third	17. K. R. to K. B. square
18. Q. to her B. fourth	18. Q. R. to Q. second
19. Q. R. P. two	19. K. R. P. two
20. Q. R. P. one	20. K. R. P. one
21. R. to K. B. third	21. Q. R. P. one
22. Q. to Q. Kt. fourth	22. K. R. to his square
23. Q. to her B. fourth	23. K. to his B. square
24. Kt. to Q. fifth	24. Kt. takes K. P.
25. Kt. to Q. Kt. sixth	25. Q. R. to Q. B. second
26. Q. to her third	26. K. R. P. takes P.
27. K. R. P. one	27. K. R. takes R. P.
28. Kt. to Q. B. fourth	28. K. R. to K. R. eighth (check)
29. K. to Kt. second	29. Q. to K. R. fourth
30. R. takes P. at K. Kt. third	30. Q. to K. R. seventh (check)
31. K. to B. third	31. Q. takes R. (check)

AND MATES NEXT MOVE.

GAME CCCCVII.

Between Messrs. B——N and S——Y.

White. (Mr. B—N.)	*Black.* (Mr. S—Y.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. to K. B. third
5. Q. P. one	5. K. R. P. one
6. Q. R. P. two	6. Q. R. P. two
7. Q. B. to K. third	7. K. B. to K. second
8. Q. Kt. to R. third	8. Q. Kt. P. one
9. Q. Kt. to his fifth	9. K. B. to Q. square
10. K. B. to Q. fifth	10. K. Kt. to K. second
11. Q. P. one	11. Q. P. one
12. K. Kt. to Q. second	12. K. Kt. takes B.
13. K. P. takes Kt.	13. Q. Kt. to K. second
14. Q. B. P. one	14. Q. B. to K. B. fourth
15. Castles	15. K. Kt. P. two
16. K. B. P. one	16. Q. to K. Kt. third
17. Q. Kt. to Q. B. third	17. Q. B. to Q. sixth
18. K. R. to K. B. second	18. Castles
19. K. B. P. one	19. Kt. to K. B. fourth
20. Q. P. takes P.	20. Kt. takes B.
21. Q. to K. B. third	21. Kt. to Q. B. seventh
22. Q. R. to Q. B. square	22. K. Kt. P. one

White. (Mr. B—N.)	*Black.* (Mr. S—Y.)
23. Q. to K. Kt. third	23. Q. B. to K. B. fourth
24. K. R. to K. second	24. Kt. to Q. fifth
25. K. R. to K. third	25. Q. B. P. two
26. K. Kt. to K. fourth	26. Q. P. takes K. P.
27. P. takes P.	27. K. B. P. one
28. Q. P. one	28. B. takes Kt.
29. R. takes B.	29. Q. takes R.
30. R. to K. square	30. Q. to K. Kt. third
31. Kt. to Q. fifth	31. Kt. to K. B. fourth
32. Q. to her third	32. P. takes P.
33. Kt. takes Q. Kt. P.	33. Q. takes P.

AND WHITE RESIGNED.

GAME CCCCVIII.

Between the same Players.

Black. (Mr. S—Y.)	*White.* (Mr. B—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Kt. takes Q. P.
4. Kt. takes K. P.	4. Kt. to K. third
5. Q. B. to K. third	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to Q. Kt. fifth
7. K. B. to Q. third	7. K. B. takes Kt. (check)
8. Q. Kt. P. takes B.	8. Castles
9. K. B. P. two	9. Q. P. one
10. Kt. to K. B. third	10. Q. to K. second
11. K. B. P. one	11. Q. Kt. to Q. B. fourth
12. Q. B. takes Q. Kt.	12. P. takes B.
13. K. P. one	13. Kt. to Kt. fifth
14. Castles	14. Kt. takes K. P.
15. Kt. takes Kt.	15. Q. takes Kt.
16. K. B. P. one	16. K. to R. square
17. Q. to Q. second	17. P. to Q. B. fifth
18. B. takes P.	18. Q. to Q. B. fourth (check)
19. K. to R. square	19. Q. takes B.
20. P. takes P. (check)	20. K. takes P.
21. Q. to K. Kt. fifth (check)	21. K. to R. square
22. Q. to K. B. sixth (check)	22. K. to Kt. square
23. R. to K. B. third	23. B. to K. Kt. fifth
24. R. to K. B. fourth	24. Q. to K. third
25. Q. to K. Kt. fifth (check)	25. K. to R. square
26. Q. takes B.	26. Q. takes Q.
27. R. takes Q.	27. Q. R. to Q. square

Black. (Mr. S—y.)	*White.* (Mr. B—n.)
28. K. R. to Q. fourth	28. Q. B. P. two
29. K. R. to Q. third	29. K. to Kt. second
30. K. R. to Kt. third (check)	30. K. to R. square
31. K. R. to Q. third	31. K. B. P. one
32. K. R. P. one	32. K. R. to K. square
33. Q. R. to Q. square	33. Q. R. takes R.
34. P. takes R.	34. K. to Kt. square
35. R. to Q. second	35. K. to K. B. second
36. Q. B. P. one	36. K. B. P. one
37. K. to Kt. square	37. R. to K. sixth
38. K. to B. second	38. K. B. P. one
39. Q. P. one	39. Q. Kt. P. one
40. P. takes P.	40. P. takes P.
41. R. to Q. seventh (check)	41. K. to Kt. third
42. R. takes Q. R. P.	42. R. to Q. B. sixth
43. R. to Q. R. fourth	43. K. to B. fourth
44. R. to Q. R. seventh	44. K. R. P. two
45. R. to Q. seventh	45. R. takes P.
46. R. to Q. fifth (check)	46. K. to K. fifth
47. R. takes K. R. P.	47. R. to Q. B. seventh (check)
48. K. to his square	48. Q. B. P. one
49. Q. R. P. two	49. R. takes K. Kt. P.
50. Q. R. P. one	50. R. to Q. R. seventh
51. R. to Q. B. fifth	51. K. to Q. sixth
52. R. to K. B. fifth	52. Q. B. P. one
53. R. takes K. B. P.	53. K. to K. sixth

AND BLACK RESIGNED.

GAME CCCCIX.*

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 54th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. Q. Kt. to B. third (*a*)	5. P. takes Kt.
6. Q. takes P. (*b*)	6. K. B. to K. R. third (*c*)
7. Q. P. two	7. Q. Kt. to B. third
8. Castles	8. Q. Kt. takes Q. P.
9. K. B. takes K. B. P. (*d*) (ch.)	9. K. takes B.

---

* This game forms the subject of the Rev. A. D'Arblay's entertaining little poem entitled *Caissa Rediviva*.

Black. (Mr. M'D.)	*White.* (M. De la B.)
10. Q. to K. R. fifth (check)	10. K. to his Kt. second
11. Q. B. takes P.	11. B. takes B.
12. K. R. takes B.	12. K. Kt. to B. third
13. Q. to K. Kt. fifth (check)	13. K. to B. second
14. Q. R. to K. B. square	14. K. to his square
15. K. R. takes Kt.	15. Q. to K. second
16. Q. Kt. to Q. fifth	16. Q. to her B. fourth
17. K. to R. square	17. Kt. to K. third
18. K. R. takes Kt. (check)	18. P. takes R.
19. Kt. to K. B. sixth (check) and wins the Queen (*e*)	

Notes to Game CCCCIX.

(*a*) We prefer this move, or playing Queen's Pawn two steps to Castling.

(*b*) Castling would also have been good play.

(*c*) "Queen's Pawn two," is considered a better move at this point.

(*d*) Finely played

(*e*) The defence in this game is but indifferently played.

GAME CCCCX.

Between the same Players.—(Game 55th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to K. Kt. second
5. Q. P. two	5. Q. P. one
6. K. R. P. two	6. K. R. P. one
7. Q. B. P. one	7. Q. Kt. to B. third.
8. K. R. P. takes P.	8. P. takes P.
9. R. takes R.	9. B. takes R.
10. Q. to K. second	10. Q. to K. second
11. Q. Kt. to R. third	11. Q. B. to K. Kt. fifth
12. Q. B. to Q. second	12. Castles
13. Castles	13. K. Kt. to B. third
14. K. B. to Q. third	14. R. to K. square
15. R. to K. square	15. K. Kt. to K. R. fourth
16. Q. to K. B. second	16. B. takes Kt.
17. P. takes B.	17. Q. R. P. one
18. K. B. to Q. B. second	18. K. Kt. to his sixth

White. (M. De la B.)	*Black.* (Mr. M'D.)
19. K. B. to Q. R. fourth	19. K. B. to K. Kt. second (*a*)
20. Q. P. one	20. Q. Kt. to his square (*b*)
21. K. B. takes R.	21. Q. takes B.
22. Q. to K. Kt. second	22. Q. to K. R. square
23. R. to Q. square	23. K. B. P. two
24. B. to K. square	24. B. to K. fourth
25. P. takes K. B. P.	25. Q. to K. R. second
26. Kt. to Q. B. fourth	26. Q. takes P.
27. Kt. takes B.	27. Q. takes Kt.
28. B. takes Kt.	28. P. takes B.
29. R. to K. Kt. square	29. Q. takes Q. P.
30. Q. takes P.	30. Q. Kt. P. one
31. Q. to K. Kt. fourth (check)	31. Kt. to Q. second (*c*)
32. R. to Q. square (*d*)	32. Q. to K. fourth
33. R. to K. Kt. square	33. Q. to K. sixth (check)
34. K. to Kt. square	34. Q. B. P. one
35. R. to K. R. square	35. K. to Q. B. second
36. Q. R. P. one	36. Q. Kt. P. one
37. K. to R. second	37. Q. to K. square
38. Q. to K. B. fifth	38. Q. to K. seventh
39. Q. takes K. Kt. P.	39. Q. takes K. B. P.
40. R. to K. R. sixth	40. Q. to K. fifth
41. Q. to K. Kt. eighth	41. Q. to K. seventh
42. R. to K. R. eighth	42. K. to Q. Kt. third
43. R. to K. R. seventh	43. K. to Q. B. second
44. Q. to K. B. seventh	44. K. to Kt. third
45. R. to Kt. seventh (*e*)	45. Q. to K. fifth
46. Q. to K. B. second (check)	46. Kt. to Q. B. fourth
47. R. to K. Kt. square (*f*)	47. Q. to her B. fifth (check)
48. K. to Q. R. square	48. Q. R. P. one
49. R. to Q. square	49. K. to B. second
50. Q. to K. B. sixth	50. Kt. to Q. Kt. second (*g*)
51. R. to K. Kt. square	51. Q. B. P. one
52. R. to K. Kt. seventh (check)	52. K. to Kt. third
53. Q. to K. B. seventh (*h*)	53. Q. to K. fifth
54. K. to R. second	54. Q. R. P. one
55. R. to K. Kt. eighth	55. Q. to her B. third
56. Q. to K. sixth	56. Q. to K. B. sixth
57. R. to Q. B. eighth	57. Q. to K. R. eighth
58. Q. to K. B. seventh	58. K. to Q. R. second
59. Q. B. P. one (*i*)	59. Q. to K. R. sixth
60. R. to Q. B. seventh	60. Q. to her Kt. sixth (check)
61. K. to Kt. square	61. P. takes P.
62. Q. to her fifth	62. Q. to her Kt. third
63. Q. to her B. sixth	63. Q. takes Q.
64. R. takes Q.	64. Q. P. one

White. (M. De la B.)	*Black.* (Mr. M'D.)
65. K. to Q. B. second	65. Q. P. one
66. K. to Q. square (*k*)	66. K. to Kt. square
67. R. to Q. R. sixth	67. K. to B. second
68. R. takes Q. R. P.	68. Kt. to Q. third
69. R. to Q. R. sixth	69. Kt. to K. fifth
70. K. to B. second	70. Kt. to Q. third
71. Q. R. P. one	71. Kt. to Q. B. square.
72. Q. R. P. one	72. K. to Kt. second
73. R. to K. B. sixth	73. Kt. to Q. R. second
74. Q. Kt. P. one (*l*)	74. P. to Q. B. sixth
75. Q. Kt. P. one	75. P. takes P.
76. R. to Q. Kt. sixth (check)	76. K. to B. second
77. R. takes P.	77. Kt. to Q. B. third
78. R. to Kt. fifth	78. Kt. to Q. R. second
79. R. to Q. Kt. square	79. K. to B. third
80. Q. R. P. one	80. Kt. to Q. B. square
81. K. to Q. third (*m*)	81. K. to B. second
82. K. takes P.	82. Q. B. P. one
83. R. to Q. B. square	83. K. to Kt. third
84. R. takes P.	84. Kt. to Q. R. second
85. R. to Q. R. second	85. Kt. to Q. Kt. fourth (check)
86. K. to Q. B. fourth	86. Kt. to Q. R. second
87. R. to Q. R. square	87. Kt. to B. third
88. R. to Q. R. third	88. Kt. to Q. R. second
89. K. to Q. fifth (*n*)	89. Kt. to Q. Kt. fourth
90. R. to Q. Kt. third	90. K. takes P.
91. K. to Q. B. fifth	91. Kt. to Q. R. second
92. R. to Q. Kt. eighth	92. K. to R. fourth

DRAWN GAME.

Notes to Game CCCCX.

(*a*) "Queen's Knight's Pawn two," would have been a better move.

(*b*) If he had played the Knight to King's fourth, White by moving his Queen to her Rook's seventh, would have had a winning position.

(*c*) Had he moved his King to Knight's second, White might have compelled an exchange of Queens.

(*d*) Rook to King's square, would perhaps have been still stronger.

(*e*) White dared not take the Knight, from apprehension of "perpetual check."

(*f*) To have advanced the Queen's Knight's Pawn two steps would have been very injudicious.

(*g*) This part of the game is played with consummate skill by both parties.

(*h*) We should have preferred moving the Queen to King's Bishop's third.

(*i*) An ill considered move.

(*k*) This move enforces Black to give up a Pawn.

(*l*) On this move, Mr. Lewis remarks,—"It would probably be better to advance this Pawn two squares, compelling the Black to take it with one of his Pawns, which would prevent his advancing the Pawn to Queen's Bishop's sixth without loss."

(*m*) "Instead of this move," Mr. Lewis observes, "White should play Rook to Queen's Knight's seventh square; if Black move the King, White advances the Pawn; if he moves Knight to Queen's Knight's third, or to Queen's third, White also wins by playing Rook to adverse Queen's Knight's square."

(*n*) Mr. Lewis has a note on this move. "I am induced to think, that if White had placed his Rook on Queen's Rook's square, previous to moving the King, he might have won the game, either by playing his King to adverse Queen's Rook's square, or, should the Black prevent that, by playing the King, so that when Black takes the Pawn, White may have a winning position.

The following moves will serve as an example: instead of playing on the 89th move, King to Queen's fifth square, he plays—

White.	*Black.*
89. R. to Q. R. second	89. Kt. to Q. B. third
90. R. to Q. R. square	90. Kt. to Q. R. second
91. K. to Q. fifth	91. Kt. to Q. Kt. fourth
92. K. to his fifth	92. K. to R. second, or (A), (B)
93. K. to his sixth	93. Kt. to Q. B. second (check)
94. K. to Q. sixth	94. Kt. takes P.
95. K. to B. sixth, and wins.	

(A)

	92. Kt. to R. second
93. K. to Q. sixth	93. K. to B. square (check)
94. K. to Q. seventh	94. Kt. to R. second
95. K. to Q. eighth	

If Black now play King to Bishop's third, White would win by playing Rook to Queen's Knight square, therefore—

	95. Kt. to K. B. third (check)
96. K. to B. eighth	96. K. to R. second
97. K. to B. seventh	97. Kt. to Q. Kt. square
98. R. to Q. R. fourth	98. Kt. takes P. (check)
99. K. to B. sixth, and wins.	

(B)

	92. Kt. to Q. B. second
93. P. one	93. K. to Kt. second
94. K. to K. B. sixth	94. K. to R. square
95. K. to his seventh	95. Kt. to Q. Kt. fourth
96. K. to Q. seventh	96. Kt. takes P.
97. R. to Q. Kt. square, and wins.	

PROBLEMS FOR YOUNG PLAYERS.

No. 115.

By 12-17.

White.	*Black.*
K. at Q.'s seventh	K. at his Kt.'s second
R. at K. R.'s sixth	Pawn at K.'s fourth
B. at Q. B.'s fourth	
B. at Q. B.'s fifth	
Pawns at K. Kt.'s fifth, and K.'s fourth	

White to play, and mate in two moves.

No. 116.

By C. R. L—E.

White.	*Black.*
K. at Q. Kt.'s seventh	K. at Q. Kt.'s fourth
Q. at her fifth	Pawns at Q. B.'s fourth, and Q. Kt.'s fifth
R. at Q. R.'s square	
Pawn at Q. Kt.'s third	

White, playing first, to mate with his Pawn in nine moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 113.

White.	*Black.*
1. Kt. to K.'s fifth (discov. ch.)	1. K. takes Kt.
2. Q. to K. Kt.'s sixth	2. P. one, becoming a piece
3. K. B. P. two (CHECKMATE).	

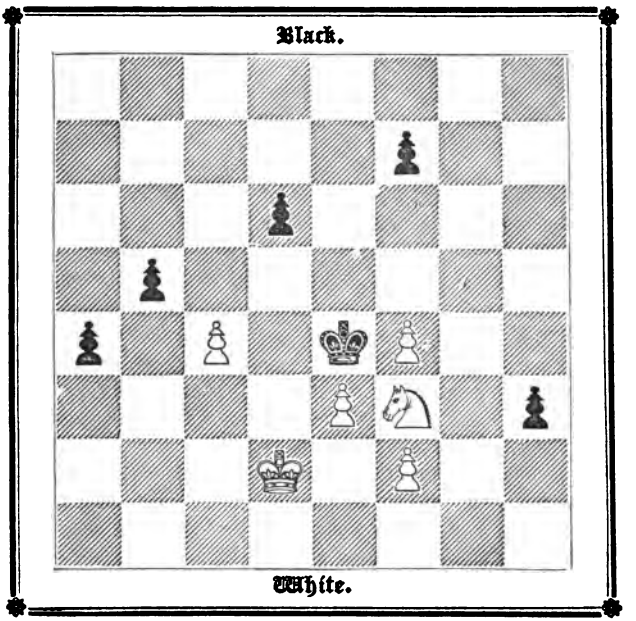
No. 114.

White.	*Black.*
1. B. to K. Kt.'s fifth	1. P. takes B.
2. K. to K. B.'s fifth	2. P. one
3. P. takes P. (CHECKMATE).	

PROBLEM, No. 126.

By Mr. M'G——E.

White, playing first, engages to mate with his King's Bishop's Pawn in five moves, or, if Black play not his best, with the King's Pawn in four moves.



SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 123.

White.	*Black.*
1. R. takes Q. B. P. (check)	1. Kt. takes R. (best)
2. Q. takes Kt. (check)	2. Kt. takes Q.
3. Kt. to Q. B.'s sixth (check)	3. K. to Q. Kt.'s second

White.	*Black.*
4. R. to Q. Kt.'s eighth (check)	4. K. takes Kt.
5. R. takes Q. Kt. P. (CHECKMATE).	

No. 124.

White.	*Black.*
1. Q. to K.'s eighth (check)	1. B. interposes
2. Kt. takes K. Kt. P. (check)	2. P. takes Kt.
3. P. takes P.	3. P. to Q. B.'s eighth, becoming a Queen
4. P. one (check)	4. K. to R.'s second
5. K. Kt. P. one (CHECKMATE).	

ON THE INDIAN GAME OF CHESS.

By Sir William Jones.

(*Concluded from page* 192)

The use of *dice* may, perhaps, be justified in a representation of war, in which *fortune* has unquestionably a great share, but it seems to exclude Chess from the rank which has been assigned to it among the sciences, and to give the game before us the appearance of *whist*, except that pieces are used openly, instead of cards which are held concealed; nevertheless we find, that the moves in the game described by Vya'sa were, to a certain degree, regulated by chance; for he proceeds to tell his Royal pupil, that, "if *cinque* be thrown, the *King* or a *pawn* must be moved; if *quatre*, the *elephant*; if *trois*, the *horse*; and if *deux*, the *boat*."

He then proceeds to the moves: "The king passes freely on all sides, but over one square only; and with the same limitation the pawn moves, but he advances straight forward, and kills his enemy through an angle; the elephant marches in all directions, as far as his driver chooses; the horse runs obliquely, traversing three squares; and the ship goes over two squares diagonally." The elephant, we find, has the powers of our *Queen*, as we are pleased to call the *minister*, or *general*, of the Persians; and the ship has the motion of the piece to which we give the unaccountable title of the bishop, but with a restriction which must greatly lessen his value.

The bard next exhibits a few general rules and superficial directions for the conduct of the game:—"The *pawns* and the *ship* both kill and may be voluntarily killed; while the *king*, the *elephant*, and the *horse* may slay the foe, but cannot be slain. Let each player preserve his own forces with extreme care, securing his king above all, and not sacrificing a

superior, to keep an inferior, piece." Here the commentator on the *Purán* observes, that the horse, who has the choice of eight moves from any central position, must be preferred to the ship, who has only the choice of four; but this argument would not have equal weight in the common game, where the bishop and tower command a whole line, and where a knight is always of less value than a tower in action, or the bishop of that side on which the attack is begun. "It is by the overbearing power of the elephant, that the king fights boldly; let the whole army, therefore, be abandoned, to secure the elephant: the king must never place one elephant before another, according to the rule of the *Go'tama*, unless he be compelled by want of room, for he would thus commit a dangerous fault; and, if he can slay one of two hostile elephants, he must destroy that on his left hand." The last rule is extremely obscure, but as *Go'tama* was an illustrious lawyer and philosopher, he would not have condescended to leave directions for the game of *Cháturanga*, if it had not been held in great estimation by the sages of *India*.

All that remains of the passage that was copied for me by RA'DHA'CA'NT, and explained by him, relates to the several modes in which a partial success or complete victory may be obtained by any one of the four players; for we shall see, that, as if a dispute had arisen between two allies, one of the kings may assume the command of all the forces, and aim at separate conquest. First: "When any one king has placed himself on the square of another king, which advantage is called *Sinhajana*, or the *throne*, he wins a stake; which is doubled, if he kill the adverse monarch, when he seizes his place; and if he can seat himself on the throne of his ally, he takes the command of the whole army." Secondly: "If he can occupy sucessively the throne of all three princes, he obtains the victory, which is called *Chatúráji*, and the stake is doubled, if he kill the last of the three, just before he takes possession of his throne; but if he kill him on his throne, the stake is quadrupled."

Thus, as the commentator remarks, in a real warfare, a king may be considered victorious, when he seizes the metropolis of his adversary; but, if he can destroy his foe, he shows greater heroism, and relieves his people from any further solicitude. "Both in gaining the Sinhásana and the Chatúráji," says VYA'SA, "the king must be supported by the elephants or all the forces united." Thirdly: "When one player has his own king on the board, but the king of his partner has been taken, he may replace the captive ally, if he can seize both the adverse kings; or if he can effect their capture he may exchange his king for one of them, against the general rule, and thus redeem the allied prince, who will supply his place." This advantage has the name of *Nripácrishtá*, or *recovered by the king*; and the *Naucáchristá* seems to be analogous to it, but confined to the case of ships. Fourthly: "If a pawn can march to any square on the opposite extremity of the board, except that of the king, or that of the ship, he assumes whatever power belongs to that

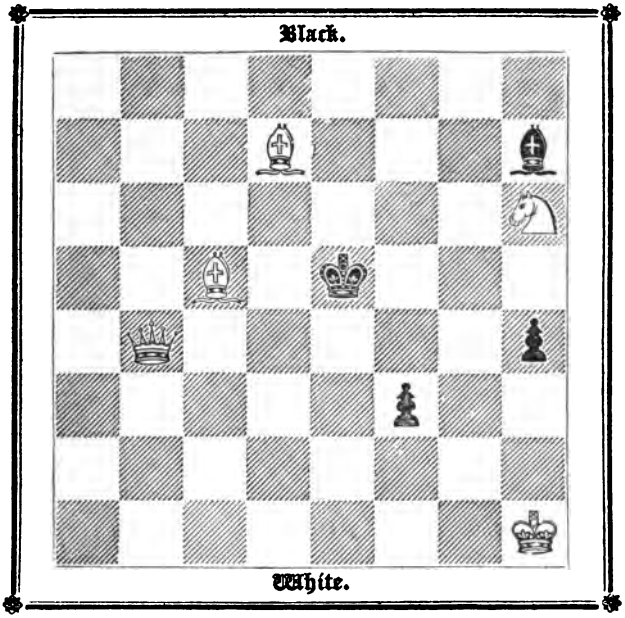
square; and this promotion is called *Shat'padu* or the *six strides*." Here we find the rule, with a single exception, concerning the advancement of *pawns*, which often occasions a most interesting struggle at our common Chess, and has furnished the poets and moralists of *Arabia* and *Persia* with many lively reflections on common life. It appears that "this privilege of *Shat'padu* was not allowable, in the opinion of *Go'tama*, when a player had three pawns on the board; but, when only one pawn and one ship remained, the pawn might advance even to the square of a king or ship, and assume the power of either." Fifthly: "According to the *Ra'cshas'aj'*, or giants, (that is, the people of Lancà, where the game was invented,) there could be neither victory nor defeat, if the king was left on the plain without force; a situation which they named *Cácacájht'ha*."

Sixthly: "If three ships happen to meet, and the fourth ship can be brought up to them in the remaining angle, this has the name of *Vrihannaucà*, and the player of the fourth seizes all the others." Two or three of the remaining couplets are so dark, either from an error in the manuscript or the antiquity of the language, that I could not understand the *Púndit's* explanation of them, and suspect that they gave even him very indistinct ideas; but it would be easy, if it were worth while, to play the game by the preceding rules; and a little practice would, perhaps, make the whole intelligible. One circumstance in this extract from the *Púran* seems very surprising: all games of chance are positively forbidden by *Menu*, yet the game of *Cháturanga*, in which dice are used, is taught by VYA'SA himself, whose law tract appears with that of *Go'tama* among the eighteen books, which form the *Dhermasástra*; but, as RA'DHA'CA'NT and his preceptor JAGGANA'TH are both employed by government in compiling a digest of Indian laws, and as both of them, especially the venerable sage of Tribéni, understand the game, they are able, I presume, to assign reasons, why it should have been excepted from the general prohibition, and even openly taught by ancient and modern *Bráhmans*.

PROBLEM, No. 127.

By Mr. BREDE, of the Hamburgh Chess Club.

White, playing first, compels his opponent to mate him in six moves.



GAME CCCCXI.

Between Mr. E——s and F——y.

White. (Mr. E—s.)	*Black.* (Mr. F—y.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. B. P. one	4. K. Kt. to K. B. third
5. Q. P. one	5. Castles
6. Castles	6. Q. B. to K. third
7. B. takes B.	7. K. B. P. takes B.
8. Q. B. to K. Kt. fifth	8. K. R. P. one
9. B. to K. R. fourth	9. Q. B. P. one
10. Q. to her Kt. third	10. Q. to her second
11. Q. P. one	11. K. P. takes P.
12. Q. B. P. takes P.	12. B. to Q. Kt. third
13. Q. Kt. to B. third	13. Q. Kt. to R. third
14. Q. R. to Q. square	14. Q. Kt. to B. second
15. Q. B. takes K. Kt.	15. R. takes B.

White. (Mr. E—s.)	*Black.* (Mr. F—y.)
16. K. Kt. to K. fifth (*a*)	16. Q. to K. second (*b*)
17. K. Kt. to Q. B. fourth	17. K. to R. square
18. K. Kt. takes Q. P.	18. Q. Kt. to K. square
19. K. Kt. to Q. B. fourth	19. B. to Q. B. second
20. Q. P. one	20. K. P. takes Q. P.
21. P. takes P.	21. Kt. to Q. third
22. Q. R. to K. square	22. Q. to her second
23. K. Kt. to K. fifth	23. Q. to K. B. fourth
24. P. takes P.	24. P. takes P.
25. Kt. takes P. and wins	

Notes to Game CCCCXI.

(*a*) A good move.

(*b*) It is pretty obvious that Black must have lost at least "the exchange," if he had taken the proffered Knight.

GAME CCCCXII.

Between Messrs. C——e and St——n.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. Q. P. one
5. Kt. takes P.	5. Q. to K. R. fifth
6. Castles	6. Q. Kt. to K. fourth
7. K. Kt. to B. third	7. Kt. takes Kt. (check)
8. Q. takes Kt.	8. K. Kt. to B. third
9. Q. Kt. to B. third	9. K. B. to K. second
10. Q. Kt. to Kt. fifth	10. K. B. to Q. square
11. Q. B. to K. B. fourth	11. Castles
12. K. B. to Q. third	12. Q. R. P. one
13. Kt. to Q. B. third	13. Q. B. to Q. second
14. Q. B. to K. Kt. third	14. Q. to K. Kt. fourth
15. Q. B. to K. B. fourth	15. Q. to K. R. fourth
16. Q. to Kt. third	16. Q. to Kt. third
17. K. P. one	17. Q. takes Q.
18. Q. B. takes Q.	18. P. takes P.
19. Q. B. takes B.	19. B. to K. third
20. B. takes Kt.	20. B. takes B.
21. Kt. to K. fourth	21. B. to K. second

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
22. K. R. to K. square	22. Q. R. to Q. square
23. Q. R. P. one	23. Q. B. P. two
24. Q. R. to Q. square	24. Q. B. P. one
25. B. to K. second	25. Q. Kt. P. two
26. Q. B. P. one	26. K. R. P. one
27. K. to B. square	27. Q. R. P. one
28. R. takes R.	28. R. takes R.
29. R. to Q. square	29. R. takes R. (check)
30. B. takes R.	30. K. B. P. two
31. Kt. to Q. second	31. Q. Kt. P. one
32. Q. R. P. takes P.	32. P. takes P.
33. B. to K. second	33. P. takes P.
34. P. takes P.	34. K. B. to his third

DRAWN GAME.

GAME CCCCXIII.

Between Messrs. C——E and ST——N.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. K. P. one	6. Q. P. two
7. K. B. to Q. Kt. fifth	7. K. Kt. to K. fifth
8. Q. B. P. takes P.	8. K. B. checks
9. Q. B. to Q. second	9. B. takes B. (check)
10. Q. Kt. takes B.	10. Q. B. to K. Kt. fifth
11. Castles	11. Castles
12. B. takes Q. Kt.	12. P. takes B.
13. Q. to her B. second	13. B. takes Kt.
14. Kt. takes B.	14. Q. R. to Kt. square
15. Kt. to Q. second	15. K. B. P. two
16. Q. Kt. P. one	16. Q. to K. square
17. Kt. takes Kt.	17. Q. P. takes Kt.
18. K. B. P. two	18. Q. R. to Kt. third
19. Q. R. P. one	19. Q. to K. R. fourth
20. Q. to B. fourth (check)	20. K. to R. square
21. Q. Kt. P. one	21. K. Kt. P. two
22. Q. to her B. fifth	22. K. R. to K. Kt. square
23. Q. to K. seventh	23. P. to Q. B. fourth
24. K. P. one	24. Q. to K. Kt. third

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
25. Q. to K. B. seventh	25. P. takes Q. P.
26. K. B. P. takes Kt. P.	26. R. takes K. P.
27. Q. takes K. B. P.	27. Q. takes Q.
28. R. takes Q.	28. K. P. one
29. K. R. to Q. fifth	29. Q. R. to Q. third
30. R. takes R.	30. Q. B. P. takes R.
31. K. to his B. square	31. R. takes P.
32. R. to Q. square	32. R. to Q. fourth
33. K. to his second	33. K. to his Kt. second
34. K. to Q. third	34. K. to his B. third
35. R. to B. square (check)	35. K. to his fourth
36. K. Kt. P. one	36. Q. R. P. two
37. R. to Q. Kt. square	37. R. to Q. Kt. fourth
38. K. to Q. B. fourth	38. R. to Q. Kt. square
39. Q. Kt. P. one	39. K. to his fifth

AND AFTER A FEW MOVES, WHITE ABANDONED THE GAME.

GAME CCCCXIV.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to R. fifth	3. Q. to K. second
4. K. Kt. to B. third	4. Q. Kt. to B. third
5. Q. P. one	5. Q. P. one
6. Q. Kt. to B. third	6. K. B. to Q. Kt. fifth
7. Castles	7. B. takes Kt.
8. P. takes B.	8. K. Kt. to B. third
9. Q. to K. R. fourth	9. Q. B. to K. Kt. fifth
10. K. Kt. to his fifth	10. B. to K. R. fourth
11. K. B. P. two	11. K. R. P. one
12. Kt. to R. third	12. Castles on Q. side
13. Q. R. to Q. Kt. square	13. P. takes K. B. P.
14. Q. takes P.	14. Q. to K. fourth
15. Q. B. to K. third	15. Q. takes Q.
16. Kt. takes Q.	16. B. to K. Kt. third
17. Kt. to Q. fifth	17. Kt. takes Kt.
18. B. takes Kt.	18. K. R. to K. B. square
19. B. takes Kt.	19. P. takes B.
20. B. takes Q. R. P.	20. K. to Q. second
21. Q. R. to Q. Kt. seventh	21. Q. R. to his square
22. Q. R. P. two	22. P. to Q. B. fourth

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
23. Q. R. P. one	23. K. to Q. B. third
24. K. R. to Q. Kt. square	24. P. to Q. B. fifth
25. Q. R. P. one	25. P. takes Q. P.
26. P. takes P.	26. K. B. P. two
27. B. to Q. Kt. eighth	27. K. R. to Q. B. square
28. Q. R. P. one	

THE REMAINING MOVES WERE NOT TAKEN DOWN: BLACK ULTIMATELY WON THE GAME.

GAME CCCCXV.

Between the same Parties.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. P. one
3. Q. P. two	3. P. takes P.
4. Kt. takes P.	4. K. B. to K. second
5. K. B. to Q. B. fourth	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. Q. B. P. one
7. Castles	7. Castles
8. K. B. to Q. third	8. K. Kt. to his fifth
9. K. R. P. one	9. K. Kt. to K. fourth
10. K. B. P. two	10. Q. to her Kt. third
11. Q. B. to K. third	11. Q. takes Q. Kt. P.
12. Q. to her second	12. Kt. takes K. B.
13. Q. takes Kt.	13. Q. Kt. P. one
14. Q. to her second	14. Q. B. to R. third
15. Q. R. to Q. Kt. square	15. Q. to her R. sixth
16. K. R. to K. B. third	16. K. B. to his third
17. Q. R. to Q. Kt. third	17. Q. to her R. fourth
18. K. R. to K. Kt. third	18. Q. B. P. one
19. K. Kt. to K. B. fifth	19. Q. B. to his fifth
20. Q. Kt. to Q. fifth	20. Q. B. takes Kt.
21. Q takes B.	21. Q. Kt. to Q. second
22. Kt. takes K. Kt. P.	22. B. takes Kt.
23. Q. to K. Kt. fifth	

WINNING THE GAME IN A FEW MORE MOVES.

GAME CCCCXVI.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. K. P. one	6. K. Kt. to K. fifth
7. P. takes P.	7. K. B. checks
8. Q. B. to Q. second	8. B. takes B. (check)
9. Kt. takes B.	9. Kt. takes Kt.
10. Q. takes Kt.	10. Q. P. two
11. B. to Q. third	11. Q. to K. second
12. Castles	12. K. R. P. one
13. Q. R. P. one	13. B. to K. Kt. fifth
14. B. to K. second	14. B. takes Kt.
15. B. takes B.	15. Castles on Q. side
16. Q. Kt. P. two	16. Q. to K. R. fifth
17. K. R. to Q. square	17. Kt. to K. second
18. Q. to her B. second	18. Q. to Kt. fourth
19. Q. R. to Q. B. square	19. Q. R. to Q. square
20. K. R. P. one	20. Q. to K. Kt. third
21. B. to K. Kt. fourth	21. Q. takes Q.
22. R. takes Q.	22. K. to Q. square
23. B. takes R.	23. K. takes B.
24. K. B. P. two	24. Kt. to K. B. fourth
25. K. to his B. second	

AND AFTER A FEW MOVES, WHITE ABANDONED THE GAME.

GAME CCCCXVII.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. Q. P. one
5. Kt. takes P.	5. Kt. to K. fourth
6. B. to Q. Kt. third	6. Q. B. P. two

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
7. Kt. to B. third	7. Q. B. to K. Kt. fifth
8. K. B. checks	8. Kt. to Q. B. third
9. B. takes Kt. (check)	9. P. takes B.
10. K. R. P. one	10. B. to K. R. fourth
11. Q. to her third	11. K. Kt. to B. third
12. Q. to her R. sixth	12. Q. to her Kt. third
13. Q. to K. second	13. B. to K. second
14. Castles	14. Castles
15. Q. Kt. to B. third	15. Kt. to Q. second
16. Q. to her third	16. B. takes K. Kt.
17. Q. takes B.	17. B. to his third
18. Q. to K. B. fifth	18. Kt. to K. fourth
19. K. B. P. two	19. Kt. to K. Kt. third
20. K. P. one	20. P. takes P.
21. Kt. to K. fourth	21. B. to K. R. fifth
22. B. to K. third	22. B. to K. second
23. P. takes P.	23. Q. takes Q. Kt. P.
24. K. R. to Q. Kt. square	24. Q. takes K. P.
25. Q. takes Q.	25. Kt. takes Q.
26. R. to Q. Kt. seventh	26. K. R. to K. square
27. B. takes P.	27. B. takes B. (check)
28. Kt. takes B.	28. Q. R. P. two
29. Q. R. to Q. Kt. square	29. K. R. P. one
30. Kt. to K. fourth	30. Kt. to Q. B. fifth
31. Kt. to K. Kt. third	31. Kt. to Q. R. sixth (*a*)
32. Q. R. to K. B. square	32. K. B. P. one (*b*)
33. Kt. to K. B. fifth	33. Kt. takes Q. B. P.
34. R. takes K. Kt. P. (check)	34. K. to R. square
35. R. to K. Kt. sixth	35. Q. R. to his second
36. R. takes R. P. (check)	36. Q. R. to K. R. second
37. R. takes K. B. P.	37. Kt. to K. eighth
38. Kt. to Q. sixth	38. K. R. to K. second
39. R. to K. B. eighth (check)	

AND AFTER A FEW MORE MOVES, BLACK RESIGNED.

Notes to Game CCCCXVII.

(*a*) Badly played.

(*b*) This move deservedly lost Black a game which at one period he ought to have won without much difficulty.

GAME CCCCXVIII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 56th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. Q. B. to Q. Kt. second	9. K. Kt. to B. third
10. Q. P. one	10. Kt. to Q. R. fourth
11. B. to Q. third (*a*)	11. Castles
12. K. R. P. one	12. K. Kt. to R. fourth
13. Q. to her second	13. K. B. P. two
14. Q. Kt. to B. third	14. K. B. P. one
15. K. R. to K. square	15. Q. R. P. one
16. K. P. one	16. Q. B. to K. B. fourth
17. K. P. one	17. Q. to K. second
18. Kt. to Q. R. fourth	18. Q. B. takes B.
19. Q. takes B.	19. K. B. to Q. R. second
20. Q. B. to his third	20. Q. Kt. P. one
21. K. Kt. to Q. fourth	21. Q. to K. Kt. fourth
22. Kt. to K. B. third	22. Q. to K. B. fourth
23. Q. takes Q.	23. K. R. takes Q.
24. B. takes Q. Kt.	24. P. takes B.
25. Q. R. to Q. B. square	25. Q. R. to Q. B. square
26. Q. R. to B. sixth	26. K. R. takes Q. P
27. K. R. to Q. B. square	27. Kt. to K. Kt. sixth (*b*)
28. K. R. to K. square (*c*)	28. Kt. to K. B. fourth
29. K. P. one	29. Q. R. to K. square
30. Q. R. takes Q. B. P.	30. B. to Q. fifth
31. K. Kt. to his fifth	31. K. R. P. one
32. Q. R. to Q. B. eighth	32. P. takes Kt.
33. Q. R. takes R. (check)	33. K. to R. second
34. Q. R. to K. R. eighth (check)	34. K. takes R.
35. K. P. one, becoming a Q. (ch.)	35. K. to R. second
36. Q. to K. B. seventh	36. R. to Q. Kt. fourth
37. R. to K. sixth	

AND BLACK RESIGNED.

Notes to Game CCCCXVIII.

(*a*) "King's Pawn one" would also have been a good move.

(*b*) Well played.

(*c*) If White had taken the Queen's Bishop's Pawn, and then exchanged Rooks, he would have been mated in three moves.

GAME CCCCXIX.

Between the same Players.—(Game 57th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two (*a*)	3. P. takes P.
4. Kt. takes P.	4. K. P. two
5. Kt. takes Kt.	5. Q. Kt. P. takes Kt.
6. K. B. to Q. B. fourth	6. K. Kt. to B. third
7. Q. B. to K. Kt. fifth	7. K. B. to Q. B. fourth
8. Castles	8. K. R. P. one
9. B. takes Kt.	9. Q. takes B.
10. Q. Kt. to B. third	10. Q. R. P. two (*b*)
11. K. to R. square	11. Q. P. one
12. Q. to her second	12. K. Kt. P. two
13. Q. R. to Q. square	13. K. to his second
14. Q. Kt. to R. fourth	14. K. B. to Q. fifth (*c*)
15. Q. to her third	15. K. R. P. one
16. Q. to her Kt. third	16. K. R. P. one
17. K. B. P. one	17. K. R. P. one
18. K. Kt. P. one	18. Q. B. to Q. second
19. Q. B. P. one	19. Q. R. to Q. Kt. square
20. Q. to her B. second	20. K. B. to Q. R. second
21. Q. to her second	21. K. R. to K. Kt. square
22. Q. Kt. P. one	22. Q. R. to Q. square
23. Kt. to Q. Kt. second	23. K. R. to Kt. second
24. K. B. to K. second	24. Q. to K. Kt. third
25. Kt. to Q. B. fourth	25. K. B. to Q. B. fourth
26. Kt. takes Q. R. P.	26. Q. R. to Q. Kt. square
27. Q. Kt. P. one	27. B. to Q. Kt. third
28. Kt. to Q. B. fourth	28. Q. to K. B. third
29. Kt. takes Q. P.	29. K. R. to K. Kt. square
30. Kt. takes K. B. P.	30. B. to K. third

Black. (Mr. M'D.)	*White.* (M. De la B.)
31. Kt. to Q. sixth	31. K. R. to Q. square
32. Q. B. P. one	32. B. takes Q. B. P.
33. B. takes B.	33. R. takes Kt.
34. Q. takes R. (check)	34. Q. takes Q.
35. R. takes Q.	35. K. takes R.
36. R. to Q. Kt. square	36. B. to Q. fifth
37. B. to his square	37. R. to Q. R. square
38. B. takes K. R. P.	38. R. takes Q. R. P.
39. B. to K. Kt. second	39. R. to Q. Kt. seventh
40. R. takes R.	40. B. takes R.
41. B. to his square	41. K. to his third
42. K. to Kt. second	42. K. to B. third
43. K. to R. third	43. B. to Q. B. sixth
44. Q. Kt. P. one	44. P. takes P.
45. B. takes P.	

The game, according to Greenwood Walker, was drawn, from the above position; it appears to us that Black ought to have won without much trouble.

Notes to Game CCCCXIX.

(*a*) This is not a good move.

(*b*) To prevent his Bishop being driven from the attack on the King's Bishop's Pawn, by Black playing his Knight to Queen's Rook's fourth.

(*c*) For the purpose of tempting his adversary to advance the Queen's Bishop's Pawn, and thus shut the Knight from play.

PROBLEMS FOR YOUNG PLAYERS.

No. 117.

By Mr. H—N, of the Bristol Chess Club.

White.	*Black.*
K. at Q.'s fourth	K. at Q.'s third
R. at Q. R.'s seventh	R. at K.'s square
R. at Q. R.'s fifth	R. at Q. R.'s square
B. at Q. R.'s fourth	B. at Q. B.'s third
Pawns at Q. B.'s seventh, K. B.'s fifth, and K. Kt.'s fifth	Pawn at K.'s seventh

White to play, and mate in three moves.

No. 118.

White.	*Black.*
K. at Q.'s third	K. at Q.'s third
Q. at K. Kt.'s eighth	Q. at K. R.'s second

White.	*Black.*
R. at K. Kt.'s sixth	R. at K. B.'s second
B. at Q.'s second	R. at Q. Kt.'s second
Kt. at Q. R.'s sixth	B. at K. B.'s third
Pawns at K.'s fourth, Q.'s fourth, Q. Kt.'s fifth, and at K. Kt.'s third	Kt. at K. Kt.'s fifth
	Pawns at K. R.'s fourth, Q. R.'s second, and Q. Kt.'s third

White, playing first, mates in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 115.

White.	*Black.*
1. K. to his sixth	1. K. to his Kt.'s square
2. K. to B.'s sixth (discov. ch.), MATE.	

No. 116.

White.	*Black.*
1. R. to Q. B.'s square	1. K. to R.'s fourth
2. Q. to her third	2. Q. B. P. one
3. R. takes B. P.	3. K. to Kt.'s fourth
4. Q. to her second	4. K. to R.'s fourth
5. Q. to her fourth	5. K. to Kt.'s fourth
6. R. takes Kt. P. (check)	6. K. to R.'s fourth
7. R. to his fourth (check)	7. K. to Kt.'s fourth
8. Q. to her third (check)	8. K. to B.'s fourth
9. P. one (CHECKMATE).	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 125.

White.	*Black.*
1. Q. Kt. to Q.'s sixth (check)	1. K. to his B.'s third
2. B. takes Q. P.	2. K. Kt. P. two, or makes a Queen (*a*)

White.	*Black.*
3. B. takes K. P. (check)	3. K. takes B.
4. Q. to her fourth (CHECKMATE).	

(*a*) If Black, instead of this move, plays his Knight, White mates with the Queen at King's Bishop's seventh, next move. If King takes Bishop, he is mated next move.

No. 126.*

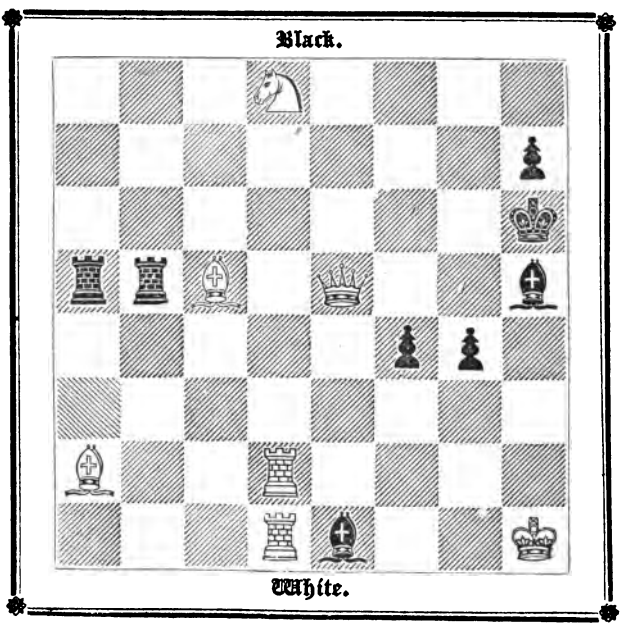
White.	*Black.*
1. Kt. to Q.'s fourth	1. K. R. P. one
2. K. B. P. one (check)	2. K. to Q.'s fourth
3. K. to Q.'s third	3. K. B. P. two (best)
4. K. P. one (check)	4. P. takes P.
5. K. B. P. takes P. (CHECKMATE).	

* In the Diagram of this Problem, the Pawn at White Queen's Bishop's fourth should be placed on White Queen's *Knight's* fourth.

PROBLEM, No. 128.

By Mr. BREDE, of the Hamburgh Chess Club.

White, playing first, compels Black to mate him in seven moves.



CHESS PROBLEMS.

By M. D'Orville, of Antwerp.

The Amateurs of Chess will be pleased to hear that M. D'Orville, to whom they are indebted for some of the most beautiful Stratagems ever invented, is about to publish a collection of his masterly Problems.

The work will contain about two hundred and fifty positions, (many of which, for skill and originality of combination, appear to us unrivalled,) and ought to be in the hands of every real lover of the game in Europe. We subjoin a few specimens, and are mistaken if any additional recommendation of M. D'Orville's book will be required by those who will take the trouble to find solutions to them.

PROBLEMS IN TWO MOVES.

In the six following Positions, White has to play first, and give mate in *two moves.*

No. 10.

White.	*Black.*
K. at his R.'s square	K. at Q. B.'s fifth
Q. at her Kt.'s second	
R. at Q.'s fifth	
Q. B. at K. Kt.'s third	

No. 12.

White.	*Black.*
K. at his R.'s square	K. at Q.'s fourth
Q. at her B.'s seventh	
K. B. at K. Kt.'s sixth	
Q. B. at K.'s fifth	

No. 16.

White.	*Black.*
K. at his R.'s square	K. at Q. B.'s fifth
Q. at her Kt.'s second	
R. at Q.'s fifth	
B. at K. R.'s second	
K. Kt. at his fifth	

No. 17.

White.	*Black.*
K. at his R.'s square	K. at his Kt.'s fifth
Q. at her B.'s third	Pawn at K. R.'s third
Kt. at K. R.'s fifth	
Pawn at K. Kt.'s third	

No. 19.

White.	*Black.*
K. at his sixth	K. at his fifth
K. B. at K.'s second	Pawns at Q.'s third, and at Q. B.'s fifth
Kt. at Q.'s fifth	
Pawns at Q. Kt.'s fourth, and at Q. B.'s third	

No. 20.

White.	*Black.*
K. at his third	K. at Q.'s fourth
Kt. at Q. R.'s fifth	Pawns at Q. B.'s sixth, and K.'s third
Kt. at K. B.'s square	
Pawns at Q. B.'s second, Q.'s fourth, and K.'s fifth	

IN THREE MOVES.

In the following five Problems, White, playing first, is to mate in three moves.

No. 28.

White.	*Black.*
K. at Q. Kt.'s square	K. at his fourth
Q. at her second	Q. at her R.'s sixth
K. B. at K. R.'s square	Q. R. at his square
Q. B. at K. B.'s eighth	K. R. at K. Kt.'s square
Kt. at K.'s fourth	K. B. at Q. B.'s second
Pawns at Q. B.'s third, and at K. B.'s third	Kt. at Q. B.'s fifth
	Pawns at K. B.'s fourth, and the K. R.'s sixth

No. 29.

White.	*Black.*
K. at Q. R.'s square	K. at Q. B.'s sixth
Q. at her R.'s second	Q. at K. R.'s seventh
Kt. at Q. B.'s fifth	R. at K.'s seventh
Kt. at K.'s third	

No. 30.

White.	*Black.*
K. at Q. R.'s square	K. at Q. B.'s third
Q. at K.'s fifth	Q. R. at his square
B. at Q. Kt.'s sixth	B. at Q.'s seventh
Kt. at Q. B.'s fourth	Q. Kt. at his square
	K. Kt. at Q. R.'s sixth
	Pawn at Q.'s second

No. 31.

White.	*Black.*
K. at his R.'s square	K. at Q. Kt.'s second
Q. at her R.'s fifth	Q. at her R.'s square
B. at Q. Kt.'s eighth	Pawn at Q. R.'s second
Kt. at Q. B.'s seventh	

No. 53.

White.	*Black.*
K. at his B.'s sixth	K. at Q.'s square
R. at Q. B.'s fourth	
K. B. at Q. B.'s sixth	

IN FOUR MOVES.

In the following, White, playing first, is to give mate in four moves.

No. 65.

White.	*Black.*
K. at Q. R.'s square	K. at Q. B.'s fifth
Q. at K. Kt.'s second	Q. at K. R.'s third
Q. B. at Q. Kt.'s sixth	R. at K. B.'s square
Pawns at Q. Kt.'s second, and Q. B.'s second	R. at K. R.'s square
	K. B. at his fifth
	Q. B. at his square
	Kt. at K. B.'s eighth
	Pawn at Q.'s third

No. 67.

White.	*Black.*
K. at Q. R.'s square	K. at his R.'s square
Q. at her R.'s seventh	Q. at her B.'s square
R. at K. R.'s square	R. at K. R.'s second
Q. B. at K. B.'s fourth	R. at Q. Kt.'s square
Kt. at K. R.'s fifth	K. B. at Q.'s seventh
	Q. B. at K. B.'s second
	Kt. at Q. Kt.'s fifth
	Kt. at K. Kt.'s sixth

No. 82.

White.	*Black.*
K. at Q.'s square	K. at his fourth
Q. at K. R.'s sixth	Q. at her second
R. at K. R.'s fifth	R. at K. R.'s square
Kt. at K.'s seventh	R. at K. B.'s fourth
Kt. at Q.'s eighth	Q. B. at Q.'s sixth
Pawns at K.'s third, and K. B.'s second	Kt. at K. B.'s sixth
	Pawn at Q. Kt.'s seventh

No. 83.

White.	*Black.*
K. at Q. R.'s square	K. at his second
Q. at K. R.'s sixth	Q. at her Kt.'s sixth
R. at Q.'s square	R. at Q. R.'s square
Kt. at Q. Kt.'s eighth	R. at K. Kt.'s seventh
Kt. at K. R.'s seventh	B. at Q. B.'s second
Pawn at Q. R.'s third	Kt. at K.'s fourth
	Pawns at Q.'s second, and K. B.'s second

No. 101.

White.	*Black.*
K. at his B.'s square	K. at his sixth
Q. at her Kt.'s fourth	
Pawns at Q. B.'s second, K.'s second, and K. Kt.'s second	

No. 102.

White.	*Black.*
K. at Q. Kt.'s third	K. at Q. Kt.'s fourth
R. at Q. R.'s sixth	Pawn at Q.'s fourth
Kt. at Q. R.'s eighth	
Pawn at Q. B.'s second	

No. 103.

White.	*Black.*
K. at Q. R.'s square	K. at his R.'s square
R. at K. B.'s sixth	Pawn at K. R.'s second
Kt. at K. Kt.'s eighth	
Pawn at K. Kt.'s fifth	

No. 104.

White.	*Black.*
K. at his R.'s square	K. at Q. R.'s eighth
R. at Q. Kt.'s fourth	Pawn at Q. Kt.'s third
Kt. at Q.'s fourth	

No. 109.

White.	*Black.*
K. at his seventh	K. at Q. B.'s square
B. at Q. Kt.'s eighth	Pawns at Q. R.'s second, and Q.'s second
B. at Q. Kt.'s fifth	

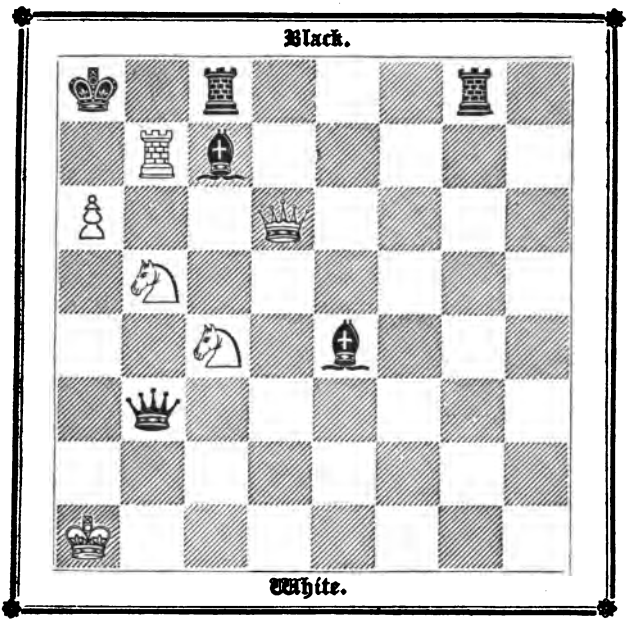
No. 111.

White.	*Black.*
K. at his R.'s square	K. at Q. R.'s fourth
R. at K. R.'s third	Pawns at Q. Kt.'s third, and Q. Kt.'s fifth
B. at K. B.'s square	
Kt. at K.'s fifth	
Pawn at Q. R.'s second	

PROBLEM, No. 129.

By M. D'ORVILLE.

White to play, and mate in four moves.



GAME CCCCXX.

Between Mr. C. H——G, of Brazil and one of the best Players in the Dublin Chess Club.

Black. (Mr. —.)	*White.* (Mr. C. H—G.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. B. takes K. B. P. (check)	5. K. takes B.
6. Kt. to K. fourth (check)	6. K. to his square
7. Q. takes P.	7. K. Kt. to B. third
8. Q. takes gambit P.	8. Q. P. one
9. K. Kt. to B. third	9. Q. Kt. to B. third
10. Q. P. two	10. K. Kt. to K. R. fourth
11. Q. to K. third	11. K. B. to Kt. second
12. Q. B. P. one	12. K. R. to B. square
13. Castles	13. Q. B. to K. Kt. fifth
14. Q. Kt. to Q. second	14. Q. to K. second

Black. (Mr. —.)	*White.* (Mr. C. H—G.)
15. K. R. P. one	15. B. takes Kt.
16. R. takes B.	16. R. takes R.
17. Kt. takes R.	17. K. Kt. to his sixth
18. Kt. to Kt. fifth	18. Q. Kt. takes Q. P. (*a*)
19. Kt. takes K. R. P. (*b*)	19. B. to K. fourth
20. Kt. to K. Kt. fifth	20. B. to his fifth
21. Q. to K. square	21. B. takes B.
22. P. takes Q. Kt.	22. Q. takes Kt.
23. R. takes B.	23. Q. takes R.
24. Q. takes Q.	24. Kt. to K. seventh (check)

AND BLACK RESIGNED.

Notes to Game CCCCXX.

(*a*) Very well played.

(*b*) If he had taken the Knight with the Queen's Bishop's Pawn, he would have lost his Queen.

GAME CCCCXXI.

Between Mr. N——, of Nottingham, and Mr. W——s, of Bristol.

White. (Mr. N—.)	*Black.* (Mr. E. W—.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to B. fourth
3. Q. B. P. one	3. K. Kt. to B. third
4. Q. P. one	4. Q. P. one
5. K. R. P. one	5. K. R. P. one
6. K. Kt. to B. third	6. Q. Kt. to B. third
7. Q. Kt. P. two	7. B. to Kt. third
8. Q. R. P. two	8. Q. R. P. two
9. Q. Kt. P. one	9. Kt. to K. second
10. B. to K. third	10. B. takes B.
11. P. takes B.	11. Q. Kt. to Kt. third
12. Q. Kt. to Q. second	12. K. Kt. to R. fourth
13. Q. to Q. Kt. third	13. Castles
14. K. Kt. P. two	14. Kt. to B. third
15. Castles Q.'s side	15. Q. B. P. one
16. Q. P. one	16. K. P. takes P.
17. K. P. takes P.	17. Kt. takes K. P. (*a*)
18. Kt. takes Kt.	18. Q. P. one
19. B. takes P.	19. P. takes B.

White. (Mr. N—.)	*Black.* (Mr. E. W—.)
20. Kt. to Q. B. fifth	20. Q. Kt. P. one
21. Kt. to Q. third	21. Q. to K. B. third
22. Q. Kt. to K. fifth	22. B. to K. third
23. K. R. to B. square	23. Q. R. to B. square
24. K. to Kt. second	24. Kt. takes Kt.
25. Kt. takes Kt.	25. Q. to Kt. fourth
26. Q. to B. second	26. K. B. P. two
27. Q. R. to K. square	27. P. takes P.
28. P takes P.	28. B. takes P.
29. R. to K. Kt. square	29. B. to B. fourth
30. Q. to K. R. second	30. Q. to B. third
31. Q. R. to K. B. square	31. Q. to Q. third
32. Q. to Kt. third	32. Q. to Q. B. second
33. Kt. to Q. B. sixth	33. Q. takes Q.
34. R. takes Q.	34. Q. R. to K. square
35. Kt. to K. fifth	35. B. to K. fifth
36. R. takes R. (check)	36. R. takes R.
37. Kt. to Q. seventh	37. R. checks
38. K. to B. square	38. R. to K. R. seventh
39. Kt. takes P.	39. R. P. one
40. Kt. to Q. seventh	40. K. R. P. one
41. R. to K. third	41. R. P. one
42. R. takes B.	42. P. takes R.
43. Kt. P. one	43. R. to K. eighth (check)
44. K. to B. second	44. R. P. one
45. Kt. P. one	45. R. to Q. Kt. eighth
46. K. takes R.	46. P. becomes Q. (check)
47. K. to B. second	47. Q. to R. second (check)
48. K. to B. square	

AFTER SOME MORE MOVES THE GAME WAS RESIGNED AS DRAWN.

Note to Game CCCCXXI.

(*a*) Fearing the advance of King's Knight's Pawn, and the attack on King's Bishop's Pawn.

GAME CCCCXXII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 58th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third

Black. (Mr. M'D.)	*White.* (M. De la B.)
3. Q. P. two	3. P. takes P.
4. Kt. takes P.	4. Kt. takes Kt. (*a*)
5. Q. takes Kt.	5. K. P. one
6. K. B. to Q. B. fourth	6. Kt. to K. second
7. Kt. to Q. B. third	7. Kt. to Q. B. third
8. Q. to her square	8. K. B. to Q. B. fourth
9. Castles	9. Castles
10. K. to R. square	10. K. B. P. two (*b*)
11. P. takes P.	11. R. takes P.
12. K. B. to Q. third	12. R. to K. B. square
13. Q. to K. R. fifth	13. R. to K. B. fourth (*c*)
14. B. takes R.	14. P. takes B.
15. Q. takes P.	15. Q. P. one
16. Q. to her fifth (check)	16. K. to R. square
17. B. to K. Kt. fifth	17. Q. to K. B. square
18. Kt. to K. fourth	18. Kt. to Q. Kt. fifth
19. Q. to her Kt. third	19. Q. B. to K. B. fourth
20. Q. R. to K. square	20. Q. B. to Q. second (*d*)
21. Q. R. P. two	

AND AFTER A FEW MORE MOVES, WHITE RESIGNED THE GAME.

Notes to Game CCCCXXII.

(*a*) "King's Pawn two" would have been better play.

(*b*) It is generally good play to advance this Pawn two squares, after the King has Castled, for the purpose of bringing the King's Rook into immediate action; in the present instance, however, by doing so White compromised his game.

(*c*) His only move to save a piece.

(*d*) The defence throughout this game is very indifferently played.

GAME CCCCXXIII.

Between the same Players.—(Game 59th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.

White. (M. De la B.)	*Black.* (Mr. M'D.)
8. P. takes P.	8. K. B. to Kt. third
9. Q. P. one	9. Q. Kt. to K. fourth (*a*)
10. Kt. takes Kt.	10. P. takes Kt.
11. Q. Kt. to Q. second (*b*)	11. K. Kt. to K. second
12. Q. Kt. to K. B. third	12. Q. to her third
13. K. B. to Q. Kt. fifth (ch.) (*c*)	13. Q. B. to Q. second
14. B. takes B, (check)	14. K. takes B.
15. Q. checks	15. K. to Q. square
16. Q. B. to Q. R. third	16. Q. to K. B. third
17. Q. P. one	17. Kt. to Q. B. third
18. Q. R. to Q. square	18. Kt. to Q. fifth
19. Kt. takes Kt.	19. B. takes Kt.
20. K. to R. square	20. Q. B. P. two
21. R. takes B. (*d*)	21. Q. B. P. takes R.
22. K. B. P. two	22. P. takes P.
23. Q. B. to his fifth	23. Q. P. one
24. Q. B. checks	24. P. takes B.
25. Q. takes Q. R. (check)	25. K. to Q. second
26. Q. takes R.	26. K. B. P. one
27. P. takes K. B. P. (*e*)	27. Q. P. one
28. Q. to her Kt. eighth	28. Q. takes K. B. P. (check)
29. R. takes Q.	29. P. one, becoming a Q. (check)
30. K. to Kt. second	30. Q. to her seventh (check)
31. R. to B. second	31. Q. to K. Kt. fourth (check)
32. K. to B. third	32. Q. to B. third (check)
33. K. to his second	33. Q. to Q. Kt. seventh (check)
34. K. to B. square	34. Q. to her B. eighth (check)
35. K. to his second	35. Q. to Kt. seventh (check)
36. K. to Q. third	36. Q. to R. sixth (check)
37. K. to his second	37. Q. to Kt. seventh (check)
38. K. to B. third	38. Q. to K. B. third (check)
39. K. to Kt. fourth	39. Q. to Kt. third (check)

ABANDONED AS A DRAWN GAME.

Notes to Game CCCCXXIII.

(*a*) We prefer retiring the Knight to King's second at this stage of the opening.

(*b*) "King to Rook's square," with the view to advance the King's Bishop's Pawn next move, would also have been a good move.

(*c*) The attack from this point is carried on with remarkable vigour and ingenuity.

(*d*) Finely played.

(*e*) If White, instead of this move, had taken the King's Rook's Pawn with his Queen, we believe he might have won the game with facility.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. J. H. S., of Bristol.

No. 119.

White.	*Black.*
K. at Q. R.'s second	K. at his R.'s third
Q. at her fifth	R. at K. Kt.'s seventh
R. at K. B.'s seventh	Pawns at K. Kt.'s third, and K. Kt.'s fourth
Kt. at K.'s fourth	
Pawns at Q. R.'s third, Q. B.'s second, and K. B.'s fourth	

White to play, and mate in three moves.

No. 120.

White.	*Black.*
K. at his second	K. at his fifth
R. at Q. B.'s fifth	Pawns at K. R.'s third, K. Kt.'s fourth, K.'s second, and Q. Kt.'s second
B. at K. Kt.'s seventh	
Kt. at K. B.'s eighth	
Pawns at K. R.'s fifth, K. Kt.'s third, K.'s sixth, Q.'s fourth, Q. Kt.'s fifth, and Q. Kt.'s sixth	

White to play, and mate in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 117.

White.	*Black.*
1. Q. B. P. one, becoming a Kt. (check)	1. R. takes Kt.
2. R. to Q.'s fifth (check)	2. B. takes R.
3. R. to Q.'s seventh (CHECKMATE).	

No. 118.

White.	*Black.*
1. Q. to her eighth (check)	1. Q. R. to Q.'s second (*a*)
2. B. to Q. Kt.'s fourth (check)	2. K. to his third

White.	*Black.*
3. Kt. to Q. B.'s seventh (check)	3. R. takes Kt.
4. Q. to her fifth (CHECKMATE).	

(*a*) *If he move his King, or interpose the King's Rook, mate may be given in three moves.*

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 173.—E.*

White.	*Black.*
K. at Q. R.'s square	K. at his R.'s square
Q. at her R.'s third	Q. at her B.'s square
R. at K. R.'s second	R. at K.'s eighth
R. at Q.'s third	R. at Q. R.'s fourth
B. at Q. Kt.'s square	B. at K. Kt.'s square
Kt. at K. Kt.'s fifth	B. at Q.'s square
Pawns at K. Kt.'s sixth, Q. Kt.'s second, and Q. R.'s second	Pawns at K. R.'s third, K. Kt.'s second, and Q. Kt.'s third

White to play, and mate with a Pawn in seven moves.

No. 174.—E.

White.	*Black.*
K. at his Kt.'s third	K. at his square
Q. at K. R.'s sixth	Q. at her R.'s seventh
R. at K. B.'s fourth	R. at K. B.'s eighth
B. at K. R.'s third	Pawns at K. Kt.'s third, and K.'s third
B. at K. R.'s fourth	
Kt. at K.'s fourth	
Kt. at K.'s fifth	
Pawn at Q. B.'s sixth	

White, playing first, engages to mate with the Pawn in seven moves, and leave Black at least one piece when he is checkmated.

No. 175.

White.	*Black.*
K. at his R.'s third	K. at his R.'s square
Q. at her B.'s fourth	Q. at her Kt.'s seventh
R. at K. Kt.'s third	R. at K. B.'s seventh

---

† See page 366 of the Second Volume.

White.	*Black.*
B. at Q. R.'s sixth	B. at K. Kt.'s third
Kt. at K. Kt.'s fifth	Pawns at K. R.'s second, and K. B.'s fourth

White, playing first, to mate in seven moves.

No. 176.

White.	*Black.*
K. at Q. R.'s second	K. at Q.'s square
R. at Q. R.'s seventh	
Kt. at K. B.'s eighth	
Kt. at Q. B.'s eighth	

White to play, and mate in six moves.

No. 177.

White.	*Black.*
K. at his Kt.'s fifth	K. at Q. B.'s third
R. at K.'s square	R. at K.'s fourth
Pawn at Q.'s sixth	Pawn at Q.'s sixth

White to win.

No. 178.—E.

White.	*Black.*
K. at his B.'s eighth	K. at his R.'s square
Q. at K.'s sixth	B. at Q. Kt.'s eighth
Pawn at K. Kt.'s fifth	

White to play, and mate with the Pawn in twelve moves, without taking the Bishop.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 127.

White.	*Black.*
1. Kt. to K. Kt.'s fourth (check)	1. K. to Q.'s fourth
2. Kt. to K. B.'s sixth (check)	2. K. to his fourth
3. Q. to Q. B.'s third (check)	3. K. to K. B.'s fifth
4. B. to K.'s third (check)	4. K. to K. Kt.'s sixth
5. Kt. to K.'s fourth (check)	5. B. takes Kt.
6. Q. to K.'s square (check)	6. P. interposes (discov. CHECK-MATE).

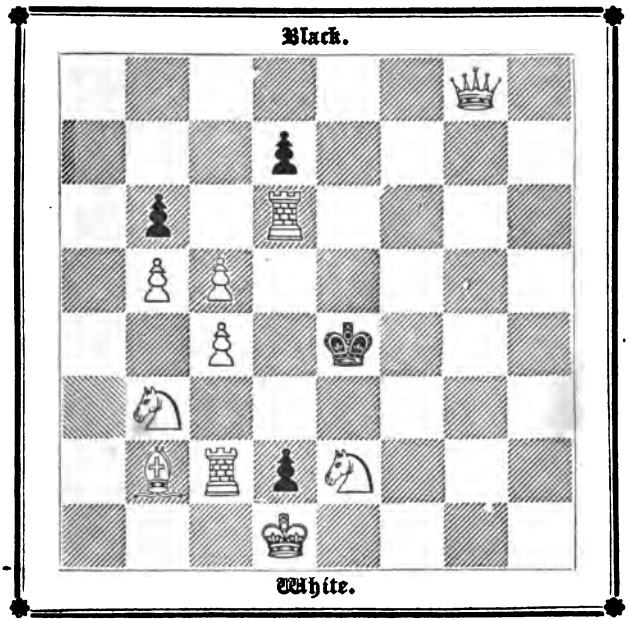
No. 128.

White.	*Black.*
1. Q. P. to K. B.'s eighth (ch.)	1. K. to K. Kt.'s third
2. K. B. to Q. Kt.'s square (ch.)	2. R. takes B.
3. Q. to K.'s sixth (check)	3. K. to K. Kt.'s fourth
4. B. to K. R.'s sixth (check)	4. K. to K. R.'s fifth
5. R. to K. R.'s second (check)	5. K. to K. Kt.'s sixth
6. R. to Q.'s third (check)	6. K. B. P. one
7. Q. to K. B.'s square (check)	7. R. takes Q. (giving CHECKMATE).

PROBLEM, No. 130.

By Mr. J. H. S——, of Bristol.

White having to play, engages to compel his adversary to checkmate him with the Pawn which stands at his (Black's) Queen's second, in nine moves.



No. 83.

White.	*Black.*
K. at Q. R.'s square	K. at his second
Q. at K. R.'s sixth	Q. at her Kt.'s sixth
R. at Q.'s square	R. at Q. R.'s square
Kt. at Q. Kt.'s eighth	R. at K. Kt.'s seventh
Kt. at K. R.'s seventh	B. at Q. B.'s second
Pawn at Q. R.'s third	Kt. at K.'s fourth
	Pawns at Q.'s second, and K. B.'s second

No. 101.

White.	*Black.*
K. at his B.'s square	K. at his sixth
Q. at her Kt.'s fourth	
Pawns at Q. B.'s second, K.'s second, and K. Kt.'s second	

No. 102.

White.	*Black.*
K. at Q. Kt.'s third	K. at Q. Kt.'s fourth
R. at Q. R.'s sixth	Pawn at Q.'s fourth
Kt. at Q. R.'s eighth	
Pawn at Q. B.'s second	

No. 103.

White.	*Black.*
K. at Q. R.'s square	K. at his R.'s square
R. at K. B.'s sixth	Pawn at K. R.'s second
Kt. at K. Kt.'s eighth	
Pawn at K. Kt.'s fifth	

No. 104.

White.	*Black.*
K. at his R.'s square	K. at Q. R.'s eighth
R. at Q. Kt.'s fourth	Pawn at Q. Kt.'s third
Kt. at Q.'s fourth	

No. 109.

White.	*Black.*
K. at his seventh	K. at Q. B.'s square
B. at Q. Kt.'s eighth	Pawns at Q. R.'s second, and Q.'s second
B. at Q. Kt.'s fifth	

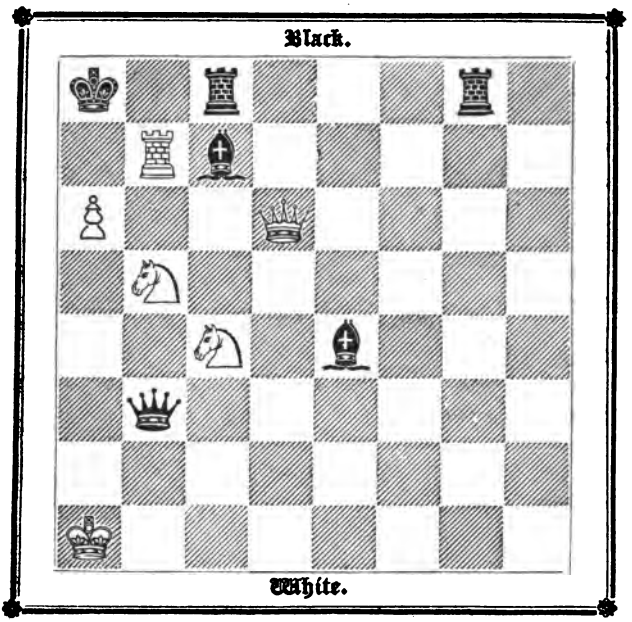
No. 111.

White.	*Black.*
K. at his R.'s square	K. at Q. R.'s fourth
R. at K. R.'s third	Pawns at Q. Kt.'s third, and Q. Kt.'s fifth
B. at K. B.'s square	
Kt. at K.'s fifth	
Pawn at Q. R.'s second	

PROBLEM, No. 129.

By M. D'ORVILLE.

White to play, and mate in four moves.



GAME CCCCXX.

Between Mr. C. H——G, of Brazil and one of the best Players in the Dublin Chess Club.

Black. (Mr. —.)	*White.* (Mr. C. H—G.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. B. takes K. B. P. (check)	5. K. takes B.
6. Kt. to K. fourth (check)	6. K. to his square
7. Q. takes P.	7. K. Kt. to B. third
8. Q. takes gambit P.	8. Q. P. one
9. K. Kt. to B. third	9. Q. Kt. to B. third
10. Q. P. two	10. K. Kt. to K. R. fourth
11. Q. to K. third	11. K. B. to Kt. second
12. Q. B. P. one	12. K. R. to B. square
13. Castles	13. Q. B. to K. Kt. fifth
14. Q. Kt. to Q. second	14. Q. to K. second

Black. (Mr. —.)	*White.* (Mr. C. H—G.)
15. K. R. P. one	15. B. takes Kt.
16. R. takes B.	16. R. takes R.
17. Kt. takes R.	17. K. Kt. to his sixth
18. Kt. to Kt. fifth	18. Q. Kt. takes Q. P. (*a*)
19. Kt. takes K. R. P. (*b*)	19. B. to K. fourth
20. Kt. to K. Kt. fifth	20. B. to his fifth
21. Q. to K. square	21. B. takes B.
22. P. takes Q. Kt.	22. Q. takes Kt.
23. R. takes B.	23. Q. takes R.
24. Q. takes Q.	24. Kt. to K. seventh (check)

AND BLACK RESIGNED.

Notes to Game CCCCXX.

(*a*) Very well played.

(*b*) If he had taken the Knight with the Queen's Bishop's Pawn, he would have lost his Queen.

GAME CCCCXXI.

Between Mr. N——, of Nottingham, and Mr. W——s, of Bristol.

White. (Mr. N—.)	*Black.* (Mr. E. W—.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to B. fourth
3. Q. B. P. one	3. K. Kt. to B. third
4. Q. P. one	4. Q. P. one
5. K. R. P. one	5. K. R. P. one
6. K. Kt. to B. third	6. Q. Kt. to B. third
7. Q. Kt. P. two	7. B. to Kt. third
8. Q. R. P. two	8. Q. R. P. two
9. Q. Kt. P. one	9. Kt. to K. second
10. B. to K. third	10. B. takes B.
11. P. takes B.	11. Q. Kt. to Kt. third
12. Q. Kt. to Q. second	12. K. Kt. to R. fourth
13. Q. to Q. Kt. third	13. Castles
14. K. Kt. P. two	14. Kt. to B. third
15. Castles Q.'s side	15. Q. B. P. one
16. Q. P. one	16. K. P. takes P.
17. K. P. takes P.	17. Kt. takes K. P. (*a*)
18. Kt. takes Kt.	18. Q. P. one
19. B. takes P.	19. P. takes B.

White. (Mr. N—.)	*Black.* (Mr. E. W—.)
20. Kt. to Q. B. fifth	20. Q. Kt. P. one
21. Kt. to Q. third	21. Q. to K. B. third
22. Q. Kt. to K. fifth	22. B. to K. third
23. K. R. to B. square	23. Q. R. to B. square
24. K. to Kt. second	24. Kt. takes Kt.
25. Kt. takes Kt.	25. Q. to Kt. fourth
26. Q. to B. second	26. K. B. P. two
27. Q. R. to K. square	27. P. takes P.
28. P takes P.	28. B. takes P.
29. R. to K. Kt. square	29. B. to B. fourth
30. Q. to K. R. second	30. Q. to B. third
31. Q. R. to K. B. square	31. Q. to Q. third
32. Q. to Kt. third	32. Q. to Q. B. second
33. Kt. to Q. B. sixth	33. Q. takes Q.
34. R. takes Q.	34. Q. R. to K. square
35. Kt. to K. fifth	35. B. to K. fifth
36. R. takes R. (check)	36. R. takes R.
37. Kt. to Q. seventh	37. R. checks
38. K. to B. square	38. R. to K. R. seventh
39. Kt. takes P.	39. R. P. one
40. Kt. to Q. seventh	40. K. R. P. one
41. R. to K. third	41. R. P. one
42. R. takes B.	42. P. takes R.
43. Kt. P. one	43. R. to K. eighth (check)
44. K. to B. second	44. R. P. one
45. Kt. P. one	45. R. to Q. Kt. eighth
46. K. takes R.	46. P. becomes Q. (check)
47. K. to B. second	47. Q. to R. second (check)
48. K. to B. square	

AFTER SOME MORE MOVES THE GAME WAS RESIGNED AS DRAWN.

Note to Game CCCCXXI.

(*a*) Fearing the advance of King's Knight's Pawn, and the attack on King's Bishop's Pawn.

GAME CCCCXXII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 58th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third

Black. (Mr. M'D.)	*White.* (M. De la B.)
3. Q. P. two	3. P. takes P.
4. Kt. takes P.	4. Kt. takes Kt. (*a*)
5. Q. takes Kt.	5. K. P. one
6. K. B. to Q. B. fourth	6. Kt. to K. second
7. Kt. to Q. B. third	7. Kt. to Q. B. third
8. Q. to her square	8. K. B. to Q. B. fourth
9. Castles	9. Castles
10. K. to R. square	10. K. B. P. two (*b*)
11. P. takes P.	11. R. takes P.
12. K. B. to Q. third	12. R. to K. B. square
13. Q. to K. R. fifth	13. R. to K. B. fourth (*c*)
14. B. takes R.	14. P. takes B.
15. Q. takes P.	15. Q. P. one
16. Q. to her fifth (check)	16. K. to R. square
17. B. to K. Kt. fifth	17. Q. to K. B. square
18. Kt. to K. fourth	18. Kt. to Q. Kt. fifth
19. Q. to her Kt. third	19. Q. B. to K. B. fourth
20. Q. R. to K. square	20. Q. B. to Q. second (*d*)
21. Q. R. P. two	

AND AFTER A FEW MORE MOVES, WHITE RESIGNED THE GAME.

Notes to Game CCCCXXII.

(*a*) "King's Pawn two" would have been better play.

(*b*) It is generally good play to advance this Pawn two squares, after the King has Castled, for the purpose of bringing the King's Rook into immediate action; in the present instance, however, by doing so White compromised his game.

(*c*) His only move to save a piece.

(*d*) The defence throughout this game is very indifferently played.

GAME CCCCXXIII.

Between the same Players.—(Game 59th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.

White. (M. De la B.)	*Black.* (Mr. M'D.)
8. P. takes P.	8. K. B. to Kt. third
9. Q. P. one	9. Q. Kt. to K. fourth (*a*)
10. Kt. takes Kt.	10. P. takes Kt.
11. Q. Kt. to Q. second (*b*)	11. K. Kt. to K. second
12. Q. Kt. to K. B. third	12. Q. to her third
13. K. B. to Q. Kt. fifth (ch.) (*c*)	13. Q. B. to Q. second
14. B. takes B_2 (check)	14. K. takes B.
15. Q. checks	15. K. to Q. square
16. Q. B. to Q. R. third	16. Q. to K. B. third
17. Q. P. one	17. Kt. to Q. B. third
18. Q. R. to Q. square	18. Kt. to Q. fifth
19. Kt. takes Kt.	19. B. takes Kt.
20. K. to R. square	20. Q. B. P. two
21. R. takes B. (*d*)	21. Q. B. P. takes R.
22. K. B. P. two	22. P. takes P.
23. Q. B. to his fifth	23. Q. P. one
24. Q. B. checks	24. P. takes B.
25. Q. takes Q. R. (check)	25. K. to Q. second
26. Q. takes R.	26. K. B. P. one
27. P. takes K. B. P. (*e*)	27. Q. P. one
28. Q. to her Kt. eighth	28. Q. takes K. B. P. (check)
29. R. takes Q.	29. P. one, becoming a Q. (check)
30. K. to Kt. second	30. Q. to her seventh (check)
31. R. to B. second	31. Q. to K. Kt. fourth (check)
32. K. to B. third	32. Q. to B. third (check)
33. K. to his second	33. Q. to Q. Kt. seventh (check)
34. K. to B. square	34. Q. to her B. eighth (check)
35. K. to his second	35. Q. to Kt. seventh (check)
36. K. to Q. third	36. Q. to R. sixth (check)
37. K. to his second	37. Q. to Kt. seventh (check)
38. K. to B. third	38. Q. to K. B. third (check)
39. K. to Kt. fourth	39. Q. to Kt. third (check)

ABANDONED AS A DRAWN GAME.

Notes to Game CCCCXXIII.

(*a*) We prefer retiring the Knight to King's second at this stage of the opening.

(*b*) "King to Rook's square," with the view to advance the King's Bishop's Pawn next move, would also have been a good move.

(*c*) The attack from this point is carried on with remarkable vigour and ingenuity.

(*d*) Finely played.

(*e*) If White, instead of this move, had taken the King's Rook's Pawn with his Queen, we believe he might have won the game with facility.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. J. H. S., of Bristol.

No. 119.

White.	*Black.*
K. at Q. R.'s second	K. at his R.'s third
Q. at her fifth	R. at K. Kt.'s seventh
R. at K. B.'s seventh	Pawns at K. Kt.'s third, and K. Kt.'s fourth
Kt. at K.'s fourth	
Pawns at Q. R.'s third, Q. B.'s second, and K. B.'s fourth	

White to play, and mate in three moves.

No. 120.

White.	*Black.*
K. at his second	K. at his fifth
R. at Q. B.'s fifth	Pawns at K. R.'s third, K. Kt.'s fourth, K.'s second, and Q. Kt.'s second
B. at K. Kt.'s seventh	
Kt. at K. B.'s eighth	
Pawns at K. R.'s fifth, K. Kt.'s third, K.'s sixth, Q.'s fourth, Q. Kt.'s fifth, and Q. Kt.'s sixth	

White to play, and mate in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 117.

White.	*Black.*
1. Q. B. P. one, becoming a Kt. (check)	1. R. takes Kt.
2. R. to Q.'s fifth (check)	2. B. takes R.
3. R. to Q.'s seventh (CHECKMATE).	

No. 118.

White.	*Black.*
1. Q. to her eighth (check)	1. Q. R. to Q.'s second (*a*)
2. B. to Q. Kt.'s fourth (check)	2. K. to his third

White.	*Black.*
3. Kt. to Q. B.'s seventh (check)	3. R. takes Kt.
4. Q. to her fifth (CHECKMATE).	

(a) *If he move his King, or interpose the King's Rook, mate may be given in three moves.*

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 173.—E.*

White.	*Black.*
K. at Q. R.'s square	K. at his R.'s square
Q. at her R.'s third	Q. at her B.'s square
R. at K. R.'s second	R. at K.'s eighth
R. at Q.'s third	R. at Q. R.'s fourth
B. at Q. Kt.'s square	B. at K. Kt.'s square
Kt. at K. Kt.'s fifth	B. at Q.'s square
Pawns at K. Kt.'s sixth, Q. Kt.'s second, and Q. R.'s second	Pawns at K. R.'s third, K. Kt.'s second, and Q. Kt.'s third

White to play, and mate with a Pawn in seven moves.

No. 174.—E.

White.	*Black.*
K. at his Kt.'s third	K. at his square
Q. at K. R.'s sixth	Q. at her R.'s seventh
R. at K. B.'s fourth	R. at K. B.'s eighth
B. at K. R.'s third	Pawns at K. Kt.'s third, and K.'s third
B. at K. R.'s fourth	
Kt. at K.'s fourth	
Kt. at K.'s fifth	
Pawn at Q. B.'s sixth	

White, playing first, engages to mate with the Pawn in seven moves, and leave Black at least one piece when he is checkmated.

No. 175.

White.	*Black.*
K. at his R.'s third	K. at his R.'s square
Q. at her B.'s fourth	Q. at her Kt.'s seventh
R. at K. Kt.'s third	R. at K. B.'s seventh

---

† See page 366 of the Second Volume.

White.	*Black.*
B. at Q. R.'s sixth	B. at K. Kt.'s third
Kt. at K. Kt.'s fifth	Pawns at K. R.'s second, and K. B.'s fourth

White, playing first, to mate in seven moves.

No. 176.

White.	*Black.*
K. at Q. R.'s second	K. at Q.'s square
R. at Q. R.'s seventh	
Kt. at K. B.'s eighth	
Kt. at Q. B.'s eighth	

White to play, and mate in six moves.

No. 177.

White.	*Black.*
K. at his Kt.'s fifth	K. at Q. B.'s third
R. at K.'s square	R. at K.'s fourth
Pawn at Q.'s sixth	Pawn at Q.'s sixth

White to win.

No. 178.—E.

White.	*Black.*
K. at his B.'s eighth	K. at his R.'s square
Q. at K.'s sixth	B. at Q. Kt.'s eighth
Pawn at K. Kt.'s fifth	

White to play, and mate with the Pawn in twelve moves, without taking the Bishop.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 127.

White.	*Black.*
1. Kt. to K. Kt.'s fourth (check)	1. K. to Q.'s fourth
2. Kt. to K. B.'s sixth (check)	2. K. to his fourth
3. Q. to Q. B.'s third (check)	3. K. to K. B.'s fifth
4. B. to K.'s third (check)	4. K. to K. Kt.'s sixth
5. Kt. to K.'s fourth (check)	5. B. takes Kt.
6. Q. to K.'s square (check)	6. P. interposes (discov. CHECKMATE).

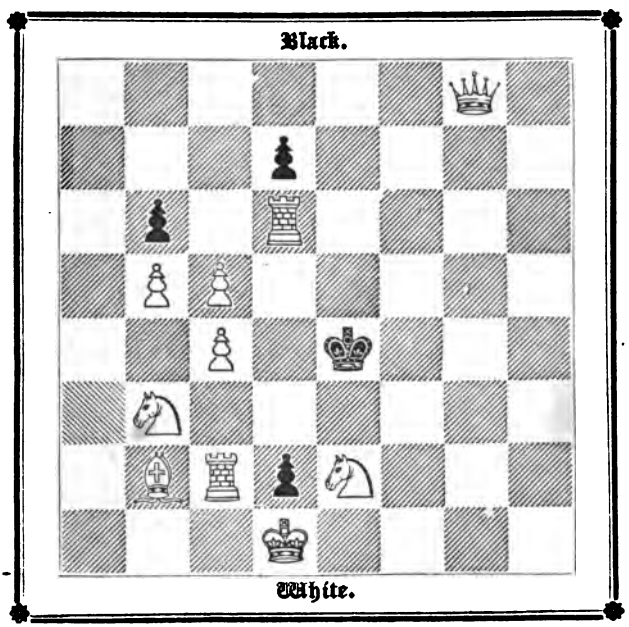
No. 128.

White.	*Black.*
1. Q. P. to K. B.'s eighth (ch.)	1. K. to K. Kt.'s third
2. K. B. to Q. Kt.'s square (ch.)	2. R. takes B.
3. Q. to K.'s sixth (check)	3. K. to K. Kt.'s fourth
4. B. to K. R.'s sixth (check)	4. K. to K. R.'s fifth
5. R. to K. R.'s second (check)	5. K. to K. Kt.'s sixth
6. R. to Q.'s third (check)	6. K. B. P. one
7. Q. to K. B.'s square (check)	7. R. takes Q. (giving CHECKMATE).

PROBLEM, No. 130.

By Mr. J. H. S——, of Bristol.

White having to play, engages to compel his adversary to checkmate him with the Pawn which stands at his (Black's) Queen's second, in nine moves.



ELEMENTARY LESSONS

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

Lesson Eighth.

On the King's Bishop's Opening.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K. B.'s third	3. K. Kt. to B.'s third

By playing his Queen to King Bishop's third, White not only confines his King's Knight, but frequently subjects the Queen to serious embarrassment in a few moves from the enemy's pieces.

Black's third move is a good one; he shuts out the attack on the King's Bishop's Pawn, and affords his King an immediate opportunity of Castling if necessary.

4. Q. to K. Kt.'s third.	4. Q. to K.'s second.

White plays his Queen thus to attack the adverse King's and King's Knight's Pawn. Instead of this move he has two other eligible modes of play; in the first place, to advance his Queen's Pawn one square, and secondly, to play his Queen's Knight's Pawn two steps; the result of these moves will be shown in subsequent variations.

Black, at his fourth move, instead of playing his Queen, may safely Castle—and if White then venture to take his King's Pawn, he can take the King's Bishop's Pawn, checking, and follow that move by playing the Rook to King's square, gaining a Pawn, and a very good position.

5. Q. takes K. Kt. P.	5. K. R. to Kt.'s square.

White plays very ill in taking this Pawn, and must lose the game through so doing in a few moves.

6. Q. to K. R.'s sixth	6. K. B. takes K. B. P. (check)
7. K. to his B.'s square	7. Q. P. two

White dare not take the Bishop at his seventh move, because in that case his opponent, by checking with his Knight at King's Knight's fifth, would win the Queen.

Black advances this Pawn to prevent the Queen's escape, which White can now effect only by the loss of his King's Bishop.

Variation on White's 4th move.

White.	*Black.*
4. Q. P. one	4. Q. P. one
5. Q. B. to K. Kt.'s fifth	5. Q. B. to K. Kt.'s fifth
6. Q. to K. Kt.'s third	6. Kt. takes K. P.

If White, at his sixth move, instead of moving his Queen, takes the Knight with his Queen's Bishop, he will lose at least "the exchange."

Black's move is a good one, for although he exposes his Queen, or Knight, or Bishop to be taken, in any case he will remain with a fine game.

White.	*Black.*
7. Q. takes B.	7. Q. takes B.
8. Q. takes Kt.	8. Q. to her B.'s eighth (check)

Instead of taking the Knight, White, at his eighth move, might have played his Queen to her Bishop's eighth (checking), in which case Black, by moving his King to King's second, would have the better game, *ex. gr.*

	K. to his second
Q. takes K. R. or Q. Kt. P.	Q. to Q. B.'s eighth (check)
K. to his second	Q. takes Q. B. P. (check)
K. to K. B.'s third	

And Black checkmates in three moves.

9. K. to his second.	9. Castles.

In this position, although Black has lost a piece, he has a promising game. If White now take the Queen's Knight's Pawn with his Queen, his adversary should play the Queen's Knight to Queen's second square, but if

10. K. Kt. P. one	10. Q. Kt. to B.'s third
11. Q. B. P. one	11. Q. takes Q. Kt. P. (check)

And Black ought to win.

Variation 2, on White's 4th move.

White.	*Black.*
4. Q. Kt. P. two	4. K. B. takes Q. Kt. P.
5. K. B. takes K. B. P. (check)	5. K. takes B.
6. Q. to her Kt.'s third (check)	6. Q. P. two
7. Q. takes B.	7. K. Kt. takes K. P.

And Black has a pawn more, and a finer position, than his opponent.

At his fifth move, White may play his Queen to her Knight's third, before taking the adverse King's Bishop's Pawn with his Bishop: in that case the game would probably proceed as follows:—

5. Q. to her Kt.'s third	5. Q. to K.'s second
6. K. B. takes P. (check)	6. Q. takes B.
7. Q. takes B.	7. Q. Kt. to R.'s third
8. Q. to her B.'s third	8. K. Kt. takes P.
9. Q. takes K. P. (check)	9. K. to Q.'s square
10. K. Kt. to K.'s second	10. Q. takes K. B. P. (check)
11. K. to Q.'s square	11. Q. takes K. Kt. P.
12. K. R. to K. Kt.'s square	12. K. R. to K. B.'s square

And Black must win.

The Variations in this lesson are chiefly taken from Mr. Lewis's admirable work, "A SECOND SERIES OF LESSONS ON THE GAME OF CHESS. London, 1834."

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K. Kt.'s fourth	3. Q. to K. B.'s third

White's third move, although an attacking one, is not to be commended, as it almost immediately loses him the advantage of the first move.

By playing his Queen to King's Bishop's third, Black effectually defeats the premature attack upon his King's Knight's Pawn, and compels his too eager antagonist to make a defensive move in return.

4. K. Kt. to B.'s third	4. Q. Kt. to B.'s third
5. Q. to K. Kt.'s third	5. Q. P. one

The game may now be considered pretty equal, White having lost all the advantage derivable from the first move.

1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K. R.'s fifth	3. Q. to K.'s second

White's third move, although somewhat premature, is far less objectionable than either of those we have just been considering, and, if not carefully answered, gives to the opening player a very advantageous position of attack. "Queen to King's second" is, perhaps, the best move on the board for the second player at this point, as he not only protects the two Pawns in danger from the adverse Queen, but also threatens to take the King's Bishop's Pawn with the Bishop, checking, and, upon the King's taking the Bishop, to play the Queen to her Bishop's fourth, giving check, and then take the Bishop for the one sacrificed.

4. Q. Kt. to B.'s third	4. Q. B. P. one
5. K. Kt. to B.'s third	5. K. Kt. to B.'s third
6. Q. takes K. P.	6. B. takes K. B. P. (check)
7. K. to his B.'s square	7. Q. takes Q.
8. Kt. takes Q.	8. K. B. to Q.'s fifth

Black's eighth move (a very good one) we owe to the inimitable Greco.

9. Kt. takes K. B. P.	9. Q. P. two

Instead of taking the King's Bishop's Pawn, White may retire his King's Knight to Bishop's third, in which case his opponent should take the Queen's Knight with his Bishop, and afterwards capture the King's Pawn with the Knight.

10. Kt. takes K. R.	10. P. takes B.

White, in this position, cannot save the Knight, and, as his remaining pieces are quite out of play, his game is much inferior to his adversary's.

Variation on Black's 3rd move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K. R.'s fifth	3. Q. to K. B.'s third

This variation is given by Cozio.

4. K. Kt. to B.'s third	4. Q. P. one
5. Q. P. one	5. K. R. P. one
6. K. Kt. to his fifth	6. K. Kt. P. one
7. K. B. takes K. B. P. (check)	7. K. to his second
8. K. B. takes K. Kt. P.	8. K. R. P. takes Kt.

White might take the King's Knight's Pawn with his Queen, and have a good game, notwithstanding his being minus a piece.

9. Q. B. takes P.	9. R. takes Q.
10. B. takes Q. (check)	10. Kt. takes B.
11. B. takes R.	11. Kt. takes B.

Black has a winning game.

Variation on White's 4th move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. to K. R.'s fifth	3. Q. to K.'s second
4. K. Kt. to B.'s third	4. Q. P. one

White now attacks his opponent's King's Pawn with two pieces. Black would play injudiciously, if, instead of defending the Pawn, he were to take the King's Bishop's Pawn with his Bishop, checking.

5. Kt. to his fifth.	5. K. Kt. to B.'s third.

Black at his fifth move may attack the Queen by playing King's Knight's Pawn one square, and gain a good game by so doing.

6. B. takes K. B. P. (check)	6. K. to Q.'s square
7. Q. to K. R.'s fourth	7. K. R. to B.'s square
8. K. B. to Q. B.'s fourth	8. Kt. to his fifth
9. Castles	9. Kt. takes K. B. P.

And Black has evidently the better game.

Some of the early writers recommend the second player to take the King's Pawn at his eighth move. Mr. Lewis has clearly shown, however, that by so doing he would lose the game, *ex. gr.*

	8. Kt. takes K. P.
9. Q. P. two	9. Kt. takes K. B. P.
10. Q. P. takes B.	10. Kt. takes R.
11. Q. Kt. to B.'s third	11. K. R. P. one

Instead of this move, Black may move his Queen's Bishop's Pawn

one; upon which White should take the Queen's Pawn with Pawn, and if Black then played his Queen to King's square, he would be mated in three moves: should he, however, move the Queen to King's Bishop's third, in lieu of playing her to King's square, White can win her by placing his Queen's Knight on King's fourth square.

12. Q. Kt. to Q.'s fifth. 12. Q. to K.'s square.

If Black move his Queen to her second, White may play King's Knight to King's sixth, giving double check, and then take the Queen's Bishop's Pawn with the Queen's Knight, checking.

13. K. Kt. to K.'s sixth (double check)	13. K. to Q.'s second
14. Q. Kt. takes Q. B.'s P.	

And White will win without difficulty.

Variation on the 6th move of White.

White.	*Black.*
6. Q. B. to K. Kt.'s fifth	6. Q. to K. Kt.'s third
7. Q. takes Q.	7. P. takes Q.
8. Q. B. to Q.'s second	8. Q. Kt. to B.'s third
9. K. Kt. to K. R.'s fourth	9. K. Kt. to K.'s second
10. Q. Kt. to B.'s third	10. K. Kt. P. one

And we prefer Black's position.

THE QUEEN'S GAMBIT.

Novel Defence by Schwartz.

The accompanying variations are extracted from an interesting article, by Mr. Kieseritzki, under the above title, which appears in the last number of *Le Palamède*. We shall rejoice if they have the effect of exciting attention to an opening which is neither known nor appreciated by the majority of Chess Players as it deserves to be.

White.	*Black.*
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. two	3. K. B. P. two

Black's third move strikes us as new; we certainly have no recollection of seeing it in any work on the game.

4. K. P. one. 4. Q. B. to K.'s third.

White's fifth move divides the game into two categories.

FIRST CATEGORY.

White.	*Black.*
5. Q. Kt. to R.'s third (*a*)	5. Q. Kt. to B.'s third
6. Q. B. to K.'s third	6. Q. Kt. to R.'s fourth
7. R. to Q. B.'s square	7. Q. B. to Q.'s fourth
8. K. Kt. to B.'s third	8. K. P. one
9. Q. Kt. takes P.	9. K. B. checks
10. Q. B. to Q.'s second	10. B. takes B. (check)
11. Q. takes B.	11. Kt. takes Kt.
12. B. takes Kt.	12. Kt. to K.'s second

The game is about equal.

(*a*) In the SECOND Category this Kt. is played to Q. B.'s third.

VARIATION 1.

On White's seventh move.

White.	*Black.*
7. Q. to her R.'s fourth (check)	7. Q. B. P. one
8. Castles	8. Q. Kt. P. two
9. Q. to her B.'s second	9. K. Kt. P. one

Black defends his B.'s P., that he may be enabled presently to move the Bishop to Q.'s fourth.

10. K. Kt. to B.'s third	10. Q. B. to Q.'s fourth
11. K. P. one	11. B. takes K. Kt.

White sacrifices his K.'s Pawn to prevent the advance of Black's, which would give an immediate outlet for the K.'s Bishop. Black rightly takes the Kt., which menaces a dangerous irruption, rather than the Pawn, which cannot escape.

12. P. takes B.	12. K. Kt. to B.'s third
13. K. R. P. two	13. Q. to her fourth
14. Q. to her second	14. Q. Kt. to his second
15. Q. B. to K. Kt.'s fifth	15. K. B. to Kt.'s second
16. Q. R. to K.'s square	16. Q. R. P. two
17. R. to K.'s fifth	17. Q. takes P. at K. B.'s sixth
18. K. R. to his third	18. K. Kt. to K.'s fifth

And Black has a good game.

VARIATION 2.

The first seven moves are the same as those in the preceding *Variation.*

White.	*Black.*
8. Q. B. to Q.'s second	8. Q. takes Q. P.
9. Q. takes Kt.	9. Q. takes Q. Kt. P.
10. Q. B. to his third	10. Q. to her Kt.'s third
11. Q. takes Q.	11. R. P. takes Q.
12. Q. Kt. takes P.	12. P. to Q. Kt.'s fourth
13. Q. Kt. to K.'s third	13. K. B. P. one

White.	*Black.*
14. Q. Kt. to Q. B.'s second	14. R. takes Q. R. P.
15. K. B. to Q.'s third	15. R. takes R. (check)
16. B. takes R.	16. K. Kt. P. one
17. K. Kt. to K.'s second	17. Q. B. to Q. Kt.'s sixth
18. K. to Q.'s second	18. K. P. one

Black has a good game.

VARIATION 3.

The five first moves are the same as those in the *First Category*.

White.	*Black.*
6. K. Kt. to B.'s third	6. Q. B. to Q.'s fourth
7. Q. B. to K.'s third	7. K. P. one
8. Q. Kt. takes P.	8. K. B. checks
9. K. Kt. interposes	9. Q. B. takes Q. Kt.
10. K. B. takes Q. B.	10. Q. Kt. takes Q. P.
11. Q. R. P. one	11. B. to Q. B.'s fourth
12. Q. Kt. P. two	12. B. to Q. Kt.'s third
13. Castles	13. K. to his B.'s second
14. Q. R. P. one	14. Q. R. P. two
15. Q. Kt. P. one	15. K. Kt. to K.'s second

Black has a good position, and the advantage of a Pawn more than the first player.

VARIATION 4.

The first moves are the same as those in *Variation* 3.

White.	*Black.*
	6. Q. to her fourth
7. K. B. takes P.	7. Q. to K.'s fifth (check)
8. Q. to K.'s second	8. B. takes B.
9. Kt. takes B.	9. Q. Kt. to his fifth
10. Q. Kt. to K.'s third	10. K. B. P. one
11. Q. to her Kt.'s fifth (check)	11. Kt. to Q. B.'s third
12. Q. P. one	

A bad move,—he should have played Queen to her fifth.

	12. Q. to her Kt.'s fifth (check)
13. Q. takes Q.	13. Kt. takes Q.

Black must win at least "the exchange."

VARIATION 5.

The first moves are the same as in the *First Category*.

White.	*Black.*
	5. Q. to her fourth
6. Q. Kt. takes P.	6. Q. to K.'s fifth (check)
7. Q. Kt. to K.'s third	7. Q. Kt. to B.'s third
8. K. Kt. to B.'s third	8. Castles
9. K. B. to Q.'s third	9. Q. to K. B.'s fifth
10. Q. Kt. takes K. B. P.	10. Q. to K. Kt.'s fifth
11. Kt. to K.'s third	

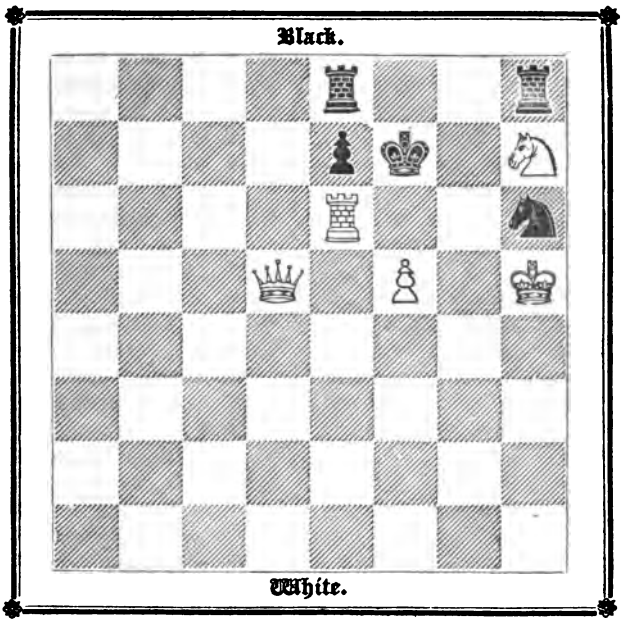
White has the better game, owing to Black's fifth move.

(To be concluded in our next.)

PROBLEM, No. 131.

By M. BREDE, of the Hamburgh Chess Club.

White, playing first, engages to compel Black to checkmate him in four moves.



GAME CCCCXXIV.

Between Messrs. S——Y and B——N.

White. (Mr. B——N.)	*Black.* (Mr. S—Y.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. K. P. takes Q. P.
4. K. B. to Q. B. fourth	4. K. B. to Q. Kt. fifth (check)
5. Q. B. P. one	5. P. takes P.
6. Q. Kt. P. takes P.	6. K. B. to Q. R. fourth
7. K. P. one	7. K. R. P. one (*a*)
8. Q. B. to Q. R. third	8. K. Kt. to K. second
9. Castles	9. Castles
10. K. R. to K. square	10. R. to K. square
11. Q. to her Kt. third	11. R. to K. B. square
12. Q. Kt. to Q. second	12. Q. P. two
13. P. takes Q. P., *en passant*	13. Q. B. P. takes P.
14. Q. R. to Q. square	14. K. B. to Q. B. second

White. (Mr. B—n.)	*Black.* (Mr. S—y.)
15. Q. to Q. R. fourth	15. Q. B. to K. Kt. fifth
16. K. B. to Q. Kt. third (*b*)	16. Q. B. takes Kt.
17. Kt. takes B.	17. K. to R. square
18. Q. to K. B. fourth	18. Q. P. one
19. Q. to her second	19. B. to Q. third
20. Q. B. to Q. Kt. second	20. Q. to her B. second
21. K. B. takes P.	21. K. Kt. takes K. B.
22. Q. takes K. Kt.	22. Q. R. to Q. square
23. Q. to K. R. fifth	23. Q. to Q. Kt. third
24. Q. R. to Q. Kt. square	24. B. to Q. B. fourth
25. B. to R. third (*c*)	25. B. takes K. B. P. (check)
26. K. to K. B. square	26. Q. to R. third (check)
27. K. R. to K. second	27. K. R. to K. square
28. Kt. to K. Kt. fifth	28. Kt. to K. fourth
29. K. takes B.	29. Q. takes B.
30. R. takes Kt. (*d*)	30. Q. takes Q. R. P. (check)
31. K. to Kt. third	31. Q. R. to Q. sixth (check)
32. Kt. to B. third	32. K. R. takes R.
33. Q. takes R.	33. Q. takes R.
34. Q. to K. eighth (check)	34. K. to K. R. second
35. Q. to K. fourth (check)	35. K. Kt. P. one
36. K. R. P. one	36. Q. to Q. Kt. fourth
37. Q. B. P. one	37. Q. to her second
38. K. to K. R. second	38. K. B. P. two
39. Q. to K. R. fourth	39. Q. to her third (check)
40. K. to Kt. square	40. R. to Q. eighth (check)
41. K. to B. second	41. K. to Kt. second

AND WHITE RESIGNED.

Notes to Game CCCCX[illegible]

(*a*) "Queen's Pawn two," would have been a better move.

(*b*) He might have taken the King's Bishop's Pawn, checking, and then have captured the Queen's Bishop with his Queen.

(*c*) "Queen's Bishop's Pawn one," would have given White a decided advantage.

(*d*) This move lost White the game.

GAME CCCCXXV.

Between the same Players.

White. (Mr. S—y.)	*Black.* (Mr. B—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. P. two

White. (Mr. S—y.)	*Black.* (Mr. B—n.)
3. K. P. takes Q. P.	3. Q. takes P.
4. Q. Kt. to B. third	4. Q. to K. third
5. K. Kt. to K. Kt. fifth	5. Q. to K. Kt. third
6. Q. P. two	6. K. R. P. one
7. K. Kt. to B. third	7. K. P. takes Q. P.
8. K. Kt. takes P.	8. K. B. to Q. B. fourth
9. Q. B. to K. B. fourth	9. Q. to K. B. third
10. Q. Kt. to Q. fifth	10. Q. takes K. Kt.
11. Kt. takes Q. B. P. (check)	11. K. to K. second
12. Q. takes Q.	12. B. takes Q.
13. Castles	13. Q. Kt. to B. third
14. Kt. takes R.	14. Q. B. to K. third
15. K. B. to Q. Kt. fifth	15. K. B. to Q. B. fourth
16. B. takes Kt.	16. P. takes B.
17. Kt. to Q. B. seventh	17. K. Kt. to B. third
18. Kt. to Q. R. sixth	18. K. B. to Q. Kt. third
19. B. to Q. sixth (check)	19. K. to Q. second
20. B. to K. B. eighth (discov. ch.)	20. Kt. to Q. fourth
21. B. takes K. Kt. P.	21. R. to K. Kt. square
22. B. to K. fifth	22. K. to Q. B. square
23. Q. B. P. two	23. K. to Q. Kt. second
24. P. takes Kt.	24. P. takes P.
25. Kt. to Q. Kt. fourth	25. Q. B. to K. B. fourth
26. Kt. takes Q. P.	26. R. checks
27. B. to Q. B. third	

AFTER A FEW MORE MOVES BLACK RESIGNED.

GAME CCCCXXVI.

Between the same Players.

White. (Mr. S—y.)	*Black.* (Mr. B—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Castles	5. Q. P. one
6. Q. P. two	6. K. B. to Q. Kt. third
7. Q. P. takes K. P.	7. Q. Kt. takes P.
8. Kt. takes Kt.	8. Q. P. takes Kt.
9. Q. takes Q. (check)	9. K. takes Q.
10. K. B. takes K. B. P.	10. K. R. to B. square
11. K. B. to Q. B. fourth	11. Kt. takes P.
12. Q. R. to K. third	12. B. takes B.

White. (Mr. S—y.)	*Black.* (Mr. B—n.)
13. P. takes B.	13. R. takes R. (check)
14. K. takes R.	14. Q. B. to K. B. fourth
15. Q. Kt. to R. third	15. Kt. to Q. seventh (check)
16. K. to Kt. square	16. K. to K. second
17. B. to K. second	17. B. to K. third
18. Kt. to Q. Kt. fifth	18. Q. B. P. one
19. Kt. to Q. B. seventh	19. R. to Q. square
20. R. to Q. square	20. B. to K. B. fourth
21. Q. Kt. P. one	21. Kt. to K. fifth
22. R. to K. B. square	22. B. to Q. second
23. B. to Q. third	23. Kt. to K. B. third
24. B. to Q. B. fourth	24. R. to Q. B. square
25. Kt. to Q. R. sixth	25. P. takes Kt.
26. B. takes P.	26. R. to K. B. square
27. B. to Q. third	27. Kt. to Q. fourth
28. R. takes R.	28. K. takes R.
29. Q. B. P. one	29. Kt. takes P.
30. B. takes K. R. P.	30. B. to K. B. fourth
31. B. takes B.	31. Kt. takes B.
32. K. to K. B. second	32. K. to K. B. second
33. K. to K. B. third	33. K. to his third
34. K. to K. fourth	34. Kt. to Q. third (check)
35. K. to his third	35. K. to K. B. fourth

AND WHITE ABANDONED THE GAME.

GAME CCCCXXVII.

Between Mr. C——e and Mr. St——n.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. Q. B. P. one
3. Q. P. two	3. K. Kt. to B. third
4. K. Kt. to B. third	4. Q. P. two
5. P. takes Q. P.	5. K. P. one
6. Kt. to K. fifth	6. P. takes P.
7. B. checks	7. B. to Q. second
8. B. takes B. (check)	8. Q. Kt. takes B.
9. Kt. takes Kt.	9. Q. takes Kt.
10. Castles	10. B. to Q. third
11. K. R. P. one	11. Q. to her B. second
12. Q. Kt. to B. third	12. Castles on K. side
13. Kt. to his fifth	13. Q. to her second
14. Kt. takes B.	14. Q. takes Kt.
15. B. to K. third	15. K. R. P. one

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
16. Q. to K. second	16. Kt. to R. second
17. K. B. P. one	17. K. B. P. two
18. P. takes P.	18. K. B. P. takes P.
19. Q. B. P. two	19. P. takes P.
20. Q. takes P. (check)	20. K. to R. square
21. Q. P. one	21. Kt. to B. third
22. Q. R. to Q. square	22. Q. R. to Q. B. square
23. Q. to her fourth	23. K. R. to Q. square (*a*)
24. K. R. to B. fifth (*b*)	24. Q. Kt. P. one
25. Q. Kt. P. two	25. K. to R. second
26. Q. R. to K. B. square	26. Kt. takes Q. P.
27. Q. takes K. P.	27. Kt. to Q. B. sixth
28. Q. to K. B. third	28. K. R. to K. square
29. R. to K. R. fifth	29. Q. to K. Kt. third
30. R. to K. R. fourth	30. Q. to K. third
31. R. to K. square	31. R. to K. B. square
32. Q. to K. Kt. third	32. Q. R. to K. square
33. K. to R. square	33. Kt. to K. fifth
34. Q. to K. Kt. fourth	34. Q. takes Q. R. P.
35. Q. to her seventh	35. Kt. to Kt. sixth (check)
36. K. to R. second	36. R. takes B.
37. R. takes R.	37. Kt. to K. B. eighth (check)

AND WHITE ABANDONED THE GAME.

Notes to Game CCCCXXVII.

(*a*) Very injudiciously played.

(*b*) If White had now availed himself of the opportunity Black's last move afforded, he might have won the game; he should have taken the King's Rook's Pawn with his Bishop immediately.

GAME CCCCXXVIII.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. Q. B. P. one
3. Q. to K. second	3. K. Kt. to B. third
4. K. B. P. two	4. Q. P. one
5. K. Kt. to B. third	5. Q. B. to K. Kt. fifth
6. P. takes P.	6. B. takes Kt.
7. Q. takes B.	7. P. takes P.
8. Q. P. one	8. B. to Q. B. fourth

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
9. Kt. to B. third	9. Castles
10. Q. B. to K. Kt. fifth	10. Q. Kt. to Q. second
11. Kt. to K. second	11. Q. to her Kt. third
12. Castles	12. Q. R. P. two
13. Kt. to K. Kt. third	13. Q. to her square
14. Q. R. P. one	14. Q. Kt. P. two
15. B. to Q. R. second	15. Q. R. P. one
16. Kt. to K. B. fifth	16. B. to K. second
17. B. to K. R. sixth	17. Kt. to K. square
18. Q. to K. Kt. third	18. B. to K. B. third
19. Q. R. to K. B. square	19. Q. B. P. one
20. R. to B. third	20. Q. Kt. P. one
21. K. R. to B. square	21. P. takes P.
22. P. takes P.	22. Q. R. to Kt. square
23. Kt. takes K. Kt. P.	23. B. takes Kt.
24. B. takes B.	24. Kt. takes B.
25. R. takes K. B. P.	

AND BLACK RESIGNED.

GAME CCCCXXIX.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 60th.)

White. (M. DE LA B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. P. one	9. Kt. to K. fourth
10. Kt. takes Kt.	10. P. takes Kt.
11. Q. Kt. to Q. second	11. Q. to K. B. third
12. Kt. to K. B. third	12. K. Kt. to K. second
13. Q. B. to Q. Kt. second	13. Kt. to K. Kt. third
14. K. to R. square	14. Castles.
15. Kt. takes K. P.	15. Kt. takes Kt.
16. K. B. P. two	16. Kt. takes K. B.
17. B. takes Q.	17. P. takes B.
18. K. R. to B. third	18. K. to R. square
19. Q. to her third	19. Kt. to Q. third
20. K. B. P. one	20. K. R. to Kt. square
21. R. to K. B. fourth	21. Q. B. to Q. second

White. (M. De la B.)	*Black.* (Mr. M'D.)
22. Q. to her B. third	22. R. to K. Kt. second
23. Q. takes P. at K. B. sixth	23. Q. R. to K. Kt. square
24. R. to K. R. fourth	24. K. B. to K. sixth
25. Q. to her B. third	25. K. B. to K. Kt. fourth
26. K. R. to K. Kt. fourth	26. K. B. P. one
27. K. R. P. two	27. K. R. P. two
28. P. takes B. (*a*)	28. P. takes R.
29. P. to K. Kt. sixth	29. Kt. takes K. P.
30. Q. takes Q. B. P.	30. Q. R. to K. square
31. R. to K. B. square	31. K. Kt. P. one
32. Q. to K. B. fourth	32. K. to Kt. square
33. K. to Kt. square	33. Q. R. to K. fourth (*b*)
34. Q. to K. third	34. Q. Kt. P. one
35. Q. to her fourth	35. Kt. to Q. third
36. Q. to K. R. fourth	36. Kt. to K. fifth
37. Q. P. one	37. Q. R. P. two
38. R. to K. B. fourth	38. Kt. to Q. B. sixth
39. R. to K. B. square	39. Kt. to K. seventh (check)
40. K. to R. square	40. B. takes K. B. P.
41. R. takes B.	41. Q. R. to K. square
42. Q. to Q. B. fourth (check)	

AND BLACK RESIGNED.

Notes to Game CCCCXXIX.

(*a*) Well played.

(*b*) Knight to Queen's Bishop's sixth, would perhaps have been better play.

GAME CCCCXXX.

Between the same Players.—(Game 61st.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. Kt. takes P.	4. K. P. two
5. Kt. takes Kt.	5. Q. Kt. P. takes Kt.
6. K. B. to Q. B. fourth	6. K. Kt. to B. third
7. Q. to K. second	7. K. B. to K. second
8. Q. Kt. to B. third	8. Castles
9. B. to K. Kt. fifth	9. Kt. takes K. P.
10. B. takes B.	10. Kt. takes Kt.

Black. (Mr. M'D.)	*White.* (M. De la B.)
11. Q. takes K. P. (*a*)	11. K. R. to K. square
12. Castles on K. side	12. Q. takes B.
13. Q. takes Kt.	13. Q. P. two
14. B. to Q. third	14. Q. to her third
15. Q. R. to Q. square	15. Q. B. to Q. second
16. Q. to her fourth	16. Q. B. P. one
17. Q. to K. R. fourth	17. K. Kt. P. one
18. Q. B. P. one	18. B. to Q. B. third
19. K. B. P. two	19. Q. B. P. one
20. B. to Q. Kt. square	20. K. R. to K. seventh
21. K. R. to B. second	21. Q. R. to K. square
22. K. B. P. one	22. Q. to K. fourth
23. Q. R. to K. B. square	23. Q. to K. sixth
24. K. B. P. takes P.	24. K. B. P. takes P.
25. Q. to K. B. sixth	25. R. takes R.
26. Q. takes R.	26. K. to Kt. second
27. Q. takes Q.	27. R. takes Q.
28. K. to B. second	28. R. to K. fourth
29. R. to K. square	29. R. takes R.
30. K. takes R.	

AND THE GAME WAS DECLARED DRAWN.

Note to Game CCCCXXX.

(*a*) The attack and counter attack at this point are skilfully sustained.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. E., of Cheltenham.

No. 121.

White.	*Black.*
K. at Q. R.'s fourth	K. at Q. Kt.'s second
Q. at Q. B.'s fourth	Q. at K. R.'s third
Kt. at Q. B.'s eighth	R. at K. R.'s second
B. at Q.'s seventh	Pawns at Q. R.'s second, Q. Kt.'s third, and Q. B.'s second

White to play, and mate in three moves.

No. 122.

By Mr. E. W—s, of Bristol.

White.	*Black.*
K. at K. Kt.'s square	K. at Q. Kt.'s fourth
Q. at her R.'s square	Q. at K.'s seventh

White.	*Black.*
R. at Q. R.'s eighth	R. at K.'s sixth
B. at K.'s fourth	R. at Q. Kt.'s sixth
Kt. at Q.'s seventh	Kt. at Q. R.'s fourth
Pawns at K. Kt.'s second, K. B.'s third, and Q. Kt.'s second	Pawns at K. Kt.'s sixth, Q. Kt.'s third, and Q. Kt.'s fifth

White, playing first, mates in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 119.

White.	*Black.*
1. Q. takes P. (check)	1. R. takes Q.
2. Kt. to K. B. sixth, and mates with the R. next move	

No. 120.

White.	*Black.*
1. B. to K. R.'s eighth	1. K. Kt. P. one
2. Q. P. one	2. K. to B.'s fourth
3. K. to K.'s third	3. K. to Kt.'s fourth
4. Q. P. one (disc. CHECKMATE).	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 179.—E.*

White.	*Black.*
K. at Q. Kt.'s sixth	K. at Q.'s square
Pawns at K. R.'s sixth, at K. Kt.'s fifth, K. Kt.'s sixth, K. B.'s sixth, and at K.'s sixth	

White, playing first, to mate in twelve moves, without making any piece.

No. 180.—E.

White.	*Black.*
K. at his fifth	K. at Q. R.'s square
R. at K. B.'s seventh	R. at Q. R.'s third

* See page 366 of the Second Volume.

White.	*Black.*
B. at Q. R.'s third	Pawn at K.'s second
Kt. at Q. B.'s second	
Kt. at Q. R.'s fifth	
Pawn at Q. B.'s third	

White, playing first, to mate with the Pawn in eleven moves.

No. 181.—E.

White.	*Black.*
K. at his Kt.'s second	K. at Q.'s square
Q. at her B.'s sixth	R. at K. R.'s square
R. at K. Kt.'s seventh	Pawn at K. B.'s fifth
Pawn at K. Kt.'s third	

White to play, and mate with a Pawn in ten moves, without taking either Black's Rook or Pawn.

No. 182.—E.

White.	*Black.*
K. at Q.'s sixth	K. at his R.'s square
R. at Q. R.'s square	R. at K.'s second
B. at K. R.'s fourth	Pawns at Q.'s second, Q. R.'s third, and Q. R.'s fifth
Kt. at K. R.'s sixth	
Pawns at K. Kt.'s sixth, and Q.'s fourth	

White to play, and mate with a Pawn in ten moves, without taking Black's Rook.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

*** In the Solution to Problem, No. 128, by Mr. Brede, owing to an error in the Author's MS. White at his seventh move is made to play, "Queen to King's Bishop's square (check)" instead of "*Queen takes Bishop (check).*" (*See page* 233 *of this Volume.*)

No. 129.

White.	*Black.*
1. Kt. to Q. Kt.'s sixth (check)	1. B. takes Kt.
2. Q. to her Kt.'s eighth (check)	2. R. takes Q.
3. R. to Q. R.'s seventh (check)	3. B. takes R.
4. Kt. to Q. B.'s seventh (CHECK-MATE).	

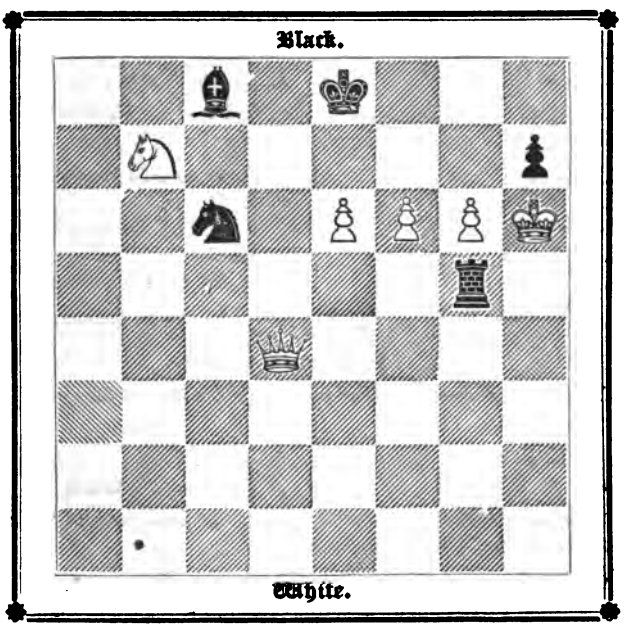
No. 130.

White.	*Black.*
1. Q. to K. Kt.'s fourth (check)	1. K. to his sixth
2. Q. to K. B.'s fifth	2. P. takes P.
3. B. to Q.'s fourth (check)	3. P. takes B.
4. Q. to K. B.'s fourth (check)	4. K. to Q.'s sixth
5. R. to Q.'s fifth	5. P. one
6. Kt. to Q. B.'s fifth (check)	6. P. takes Kt.
7. R. takes P. at Q.'s fourth (ch.)	7. P. takes R.
8. R. to Q. B.'s third (check)	8. P. takes R.
9. P. one	9. P. one (CHECKMATE).

PROBLEM, No. 132.

By M. BREDE.

White to play, and compel Black to checkmate him in five moves.



THE QUEEN'S GAMBIT.

NOVEL DEFENCE BY SCHWARTZ.

(*Continued from page* 240.)

SECOND CATEGORY.

White.	*Black.*
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. two	3. K. B. P. two
4. K. P. one	4. Q. B. to K.'s third
5. Q. Kt. to B.'s third	5. Q. B. P. one

Black's last move is not a good one. He should play the Bishop to Queen's fourth.

(See the *4th Variation* in this Category.)

White.	*Black.*
6. K. B. P. two	6. K. Kt. to R.'s third
7. K. Kt. to B.'s third	7. Q. Kt. P. two

In the games of this Category, we shall find that the Gambit Pawn can be defended, which has been disputed by all writers hitherto.

8. Q. R. P. one	8. Q. B. to Q.'s fourth
9. K. B. to K.'s second	9. K. P. one
10. Castles	10. K. B. to K.'s second
11. K. R. P. one	11. Castles
12. Q. B. to K.'s third	12. Q. Kt. to Q.'s second

Black has a Pawn superiority, and an equal position.

VARIATION 1.

The five first moves are the same as in the *Second Category*.

White.	*Black.*
6. Q. to K. B.'s third	6. K. Kt. P. one
7. K. Kt. to R.'s third	7. Q. B. to Q.'s fourth

Black, by this second error, (the first being the fifth move, of "Queen's Bishop's Pawn one,") loses a Pawn.

8. Kt. takes B.	8. P. takes Kt.

If Black takes the Knight with the Queen, his opponent must immediately exchange Queens, and then play the Knight to King's Bishop's fourth, still winning a Pawn.

9. Kt. to K. B.'s fourth	9. Q. checks
10. Q. B. to Q.'s second	10. Q. to her Kt.'s third

White.	*Black.*
11. Q. takes Q. P.	11. Q. takes Q. Kt. P.
12. K. B. takes P.	12. Q. takes Q. R. (check)
13. K. to his second	13. Q. takes K. R.

White mates in a few moves.

VARIATION 2.

The five previous moves as in the *Second Category*.

White.	*Black.*
6. K. Kt. to K.'s second	6. Q. B. to Q.'s fourth
7. K. Kt. to K. B.'s fourth	7. K. Kt. P. one
8. K. R. P. two	8. K. P. one

Instead of his last move, White should take the Bishop with his Queen's Knight, and then play the Queen to King's Bishop's third; he would then have the same position, and, consequently, the same advantage, as in the preceding variation.

9. K. R. P. one	9. K. Kt. P. one
10. K. Kt. takes B.	10. Q. B. P. takes Kt.
11. K. R. P. one	11. B. takes R. P.
12. Q. to K. R.'s fifth (check)	12. K. to Q.'s second
13. Q. Kt. P. one	13. P. takes P.
14. P. takes P.	14. Q. Kt. to B.'s third
15. K. B. to Q. Kt.'s fifth	15. Q. R. P. one
16. Q. to K. B.'s seventh (check)	16. Q. to K.'s second
17. B. takes Kt. (check)	17. P. takes B.
18. Q. takes Q. (check)	18. K. takes Q.
19. K. R. takes B.	19. Kt. takes R.
20. B. takes K. Kt. P. (check)	20. K. to his B.'s second
21. B. takes Kt.	21. K. R. to Q. Kt.'s square
22. R. to Q. Kt.'s square	22. R. to Q. Kt.'s fifth
23. B. to K.'s third	23. Q. R. to Q. Kt.'s square

Black has a good game.

VARIATION 3.

The previous moves as above.

White.	*Black.*
	11. K. Kt. to K.'s second
12. Q. B. takes P.	12. K. R. to Kt.'s square
13. K. R. to his fifth	13. Q. to her Kt.'s third
14. Q. Kt. P. one	14. P. takes P.
15. P. takes P.	15. Q. Kt. to B.'s third
16. K. B. to Q. Kt.'s fifth	16. K. to his B.'s second
17. Q. R. to his fourth	17. K. Kt. to his third
18. K. Kt. P. one	18. B. to K.'s second

The game is about equal.

Variation 4.

The previous moves as in the *Second Category*.

White.	*Black.*
	5. Q.'s B. to Q. fourth.

This is Black's best move to preserve the Gambit Pawn.

6. Kt. takes B.	6 Q. takes Kt.
7. Kt. to R.'s third	7. K. P. one
8. Kt. to K. B.'s fourth	8. B. checks
9. B. to Q.'s second	9. Q. to K.'s fifth (check)
10. Kt. to K.'s second	10. B. takes B. (check)
11. Q. takes B.	11. Q. Kt. to B.'s third
12. K. B. P. one	12. Q. to her fourth
13. Kt. to B.'s fourth	13. Q. takes Q. P.
14. Kt. takes K. P.	14. Q. takes K. P. (check)
15. Q. to K.'s second	15. K. to his B.'s second
16. Kt. to his fifth (check)	16. K. to his B.'s third
17. K. B. P. one	17. Q. takes Q. (check)
18. B. takes Q.	18. Q. R. to K.'s square
19. K. to his B.'s second	19. K. R. P. one
20. Kt. to K. B.'s third	20. R. to K.'s fifth
21. K. Kt. P. one	21. Q. Kt. to Q.'s fifth

Black has the advantage of two Pawns more than his antagonist.

Variation 5.

The five previous moves as in *Variation* 4.

White.	*Black.*
6. K. Kt. to R.'s third.	6. K. P. one.

It is indifferent whether White plays the Knight thus, or to King's second, before moving it to King's Bishop's fourth.

7. Kt. to K. B.'s fourth	7. K. Kt. P. one
8. K. R. P. two	8. B. to K. R.'s third
9. K. Kt. takes Q. B.	9. Q. P. takes Kt.
10. K. B. P. two	10. K. Kt. to K.'s second
11. K. R. P. one	11. Q. Kt. to Q.'s second
12. P. takes P.	12. P. takes P.
13. Q. to K. B.'s third	13. Q. B. P. one
14. K. R. to his fourth	14. Q. to her Kt.'s third
15. Kt. to K.'s second	15. Castles on Q.'s side

Black has a good position, and the superiority of a Pawn.

VARIATION 6.

The seven previous moves as in *Variation* 5.

White.	*Black.*
8. Q. Kt. takes B.	8. P. takes Kt.
9. K. R. P. two	9. K. Kt. to K.'s second
10. Kt. to K.'s sixth	10. Q. to her second
11. Kt. to Q. B.'s fifth	11. Q. to her B.'s third
12. K. R. P. one	12. R. to K. Kt.'s square
13. K. R. P. one	13. Q. Kt. P. one
14. Kt. to Q. R.'s fourth	14. K. Kt. P. one
15. R. to his fifth	15. K. B. P. one
16. K. Kt. P. two	16. R. to K. Kt.'s third
17. K. B. to K. Kt.'s second	17. B. takes P.
18. Kt. to Q. B.'s third	18. Q. to K.'s third
19. Q. to K. B.'s third	19. Q. B. P. one
20. Q. Kt. P. one	20. P. takes P.
21. P. takes P.	21. Kt. to Q.'s second
22. Q. B. to R.'s third	22. Q. Kt. to K. B.'s third
23. K. B. to K. R.'s third	23. Kt. takes R.
24. P. takes Kt.	24. K. Kt. P. one
25. P. takes R.	25. P. takes B.
26. P. takes P.	26. K. to his B.'s second
27. B. takes Kt.	27. Q. takes B.
28. Q. takes R. P.	28. K. to his Kt.'s second

Black remains with a Pawn more than his opponent.

VARIATION 7.

The seven previous moves as in *Variation* 5.

White.	*Black.*
8. K. Kt. takes B.	8. P. takes Kt.
9. K. Kt. P. two	9. P. takes P.
10. Q. takes P.	10. Q. B. P. one
11. K. B. to K. R.'s third	11. Q. Kt. to R.'s third
12. Q. R. P. one	12. K. B. to R.'s third
13. K. B. P. two	13. K. Kt. to K.'s second
14. Q. to K.'s sixth	14. Q. Kt. to B.'s second
15. Q. to her sixth	15. Castles
16. Castles	16. K. Kt. to B.'s fourth
17. B. takes Kt.	17. R. takes B.
18. Q. takes Q.	18. R. takes Q.

And in a few moves Black may win another Pawn.

Variation 8.

The first moves as in *Variation* 5.

White.	*Black.*
	7. K. Kt. to K.'s second
8. Q. Kt. takes B.	8. P. takes Kt.
9. Kt. to K.'s sixth	9. Q. to her second
10. Kt. to Q. B.'s fifth	10. Q. to her B.'s third
11. Q. Kt. P. one	11. Q. Kt. P. one
12. Kt. to Q. R.'s fourth	12. Q. Kt. P. one
13. Kt. to B.'s fifth	13. Q. Kt. to Q.'s second
14. Q. Kt. P. one	14. Kt. takes Kt.
15. Kt. P. takes Kt.	15. Kt. to his third

Appended are two Games which hardly range in the two preceding Categories.

Game I.

The four first moves as in the former Variations.

White.	*Black.*
5. K. B. to K.'s second	5. B. to Q.'s fourth
6. K. B. to his third	6. Q. B. P. one
7. Q. Kt. to B.'s third	7. K. P. one
8. K. Kt. to R.'s third	8. K. B. to Q. Kt.'s fifth
9. Castles	9. K. B. takes Kt.
10. P. takes B.	10. Q. Kt. P. two
11. Kt. to K. B.'s fourth	11. Q. to her second
12. Q. R. P. two	12. Q. R. P. two
13. Q. B. to Q. R.'s third	13. K. Kt. to R.'s third
14. Q. B. to Q.'s sixth	14. Q. Kt. to R.'s third
15. Kt. to K. R.'s fifth	15. K. R. to Kt.'s square
16. Q. R. to Kt.'s square	16. K. Kt. to B.'s second
17. Q. B. to R.'s third	17. Q. R. to Kt.'s square
18. Q. R. P. takes P.	18. R. takes P.

Game II.

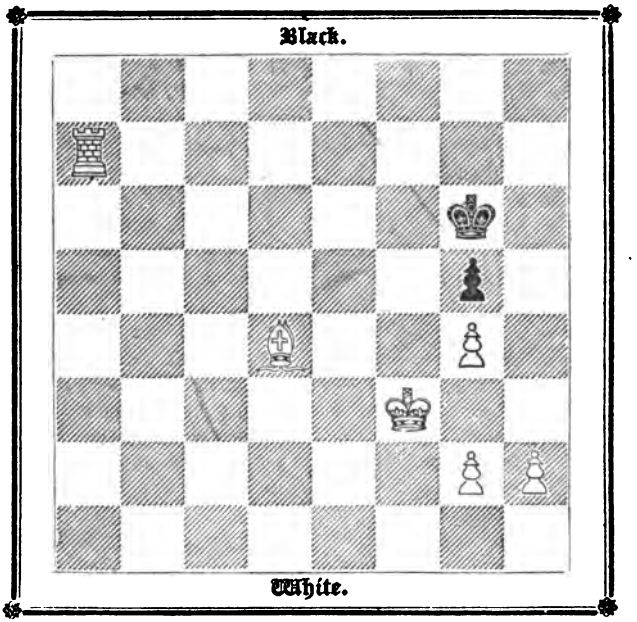
The eleven first moves as in the preceding game.

White.	*Black.*
12. Q. B. to R.'s third	12. K. Kt. to R.'s third
13. Kt. to R.'s fifth	13. Q. R. P. two
14. Q. B. to his square	14. K. Kt. to his square
15. K. B. takes B.	15. Q. B. P. takes B.
16. Q. to K. B.'s third	16. Q. Kt. to B.'s third

PROBLEM, No. 133.

By Mr. S. A——s.

White having to play, mates with the Pawn which stands at King's Knight's second in five moves.



GAME CCCCXXXI.

Between Messrs. B——n and S——y.

Black. (Mr. S—y.)	*White.* (Mr. B—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. one	5. Q. P. one
6. K. R. P. one	6. K. R. P. one
7. Q. B. to K. third	7. K. B. takes Q. B.
8. K. B. P. takes B.	8. Castles
9. Castles	9. Q. Kt. to Q. R. fourth
10. K. B. to Q. Kt. fifth	10. Q. B. P. one
11. B. to Q. R. fourth	11. Q. to her Kt. third
12. Q. to K. second	12. Q. to her B. second
13. Q. Kt. P. two	13. Q. Kt. P. two
14. B. to Q. B. second	14. Q. Kt. to Kt. second

Black. (Mr. S—y.)	*White.* (Mr. B—n.)
15. K. Kt. to K. R. fourth	15. Q. to K. second
16. K. Kt. to K. B. fifth	16. B. takes Kt.
17. K. P. takes B.	17. Q. P. one
18. K. P. one	18. Q. Kt. to Q. third
19. Q. Kt. to Q. second	19. Q. R. to K. square
20. K. R. to K. B. second	20. Kt. to K. R. second
21. Q. R. to K. B. square	21. K. to R. square
22. P. takes Q. P.	22. Q. B. P. takes P.
23. K. B. P. one	23. Kt. takes P.
24. R. takes Kt.	24. P. takes R.
25. Q. to K. R. fifth	25. K. to Kt. second
26. R. to K. B. third	26. Doubled P. one
27. R. to K. Kt. third (check)	27. K. to R. second
28. Q. P. one	28. K. P. one
29. B. to Q. Kt. third	29. R. to K. Kt. square
30. R. takes R.	30. R. takes R.
31. B. takes Q. P.	31. R. to K. Kt. fourth
32. Q. to K. second	32. R. to K. Kt. square
33. Kt. to K. B. third	33. R. to Q. B. square
34. Q. to K. third	34. Kt. to K. square
35. Kt. to K. fifth	35. Kt. to Q. third
36. Q. to K. B. second	36. K. B. P. one
37. Kt. to K. B. seventh	37. R. takes Q. B. P.
38. Q. to her second	38. K. P. one
39. Q. takes R.	39. Kt. takes Kt.
40. B. takes Kt.	40. Q. takes B.
41. Q. to Q. third	41. Q. to her fourth
42. K. Kt. P. two	42. K. to Kt. third
43. Q. takes K. P.	43. P. takes P.
44. P. takes P.	44. Q. takes Q. R. P.
45. Q. to K. fourth (check)	45. K. to Kt. second
46. Q. P. one	46. Q. to Q. R. eighth (check)
47. K. to Kt. second	47. Q. to K. fourth
48. K. to his B. third	48. Q. to her third
49. Q. to her fourth	49. Q. R. P. one
50. Q. to her B. fifth	50. Q. to K. fourth
51. Q. P. one	51. K. to B. second
52. Q. to her B. seventh (check)	52. K. to his B. square
53. Q. to her B. fifth	53. Q. takes Q.
54. P. takes Q.	54. Q. Kt. P. one
55. K. to K. fourth	55. Q. Kt. P. one
56. K. to Q. third	56. Q. R. P. one
57. K. to Q. B. third	57. Q. R. P. one
58. Q. B. P. one	58. K. to his square
59. K. to Q. Kt. second	59. K. to Q. square

DRAWN GAME.

GAME CCCCXXXII.

Between Mr. C——E and Mr. ST——N.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Kt. takes P.
4. Kt. takes P.	4. Kt. to K. third
5. K. B. to Q. B. fourth	5. Q. to K. B. third
6. Kt. to Kt. fourth	6. Q. to her fifth
7. Q. to K. second	7. K. R. P. two
8. Q. B. P. one	8. Q. to her Kt. third
9. Kt. to K. fifth	9. K. R. P. one
10. K. R. P. one	10. K. Kt. P. one
11. Castles	11. K. Kt. to B. third
12. Q. Kt. P. two	12. Q. B. P. two
13. Q. Kt. P. one	13. Q. P. one
14. K. Kt. to B. third	14. Q. B. to Q. second
15. Q. R. P. two	15. K. B. to R. third
16. Q. B. takes B.	16. R. takes B.
17. Q. R. P. one	17. Q. to her B. second
18. Q. Kt. to R. third	18. Castles (*a*)
19. Q. R. to Q. square	19. Q. R. to K. square
20. Q. to her third (*b*)	20. Q. Kt. to K. B. fifth
21. Q. to her second	21. R. takes K. P.
22. Kt. to K. Kt. fifth	22. Q. P. one
23. Kt. takes Q. R.	23. K. Kt. takes Kt.
24. Q. to K. third	24. R. to his fourth
25. B. to Q. third	25. R. to Kt. fourth
26. B. takes Kt.	26. P. takes B.
27. R. takes B.	27. K. takes R. (*c*)
28. R. to Q. square (check)	28. K. to Q. B. square
29. Kt. to Q. B. fourth	29. R. takes P. (check)
30. K. to R. square	30. K. B. P. two
31. Kt. to Q. sixth (check)	

AND WHITE RESIGNED.

Notes to Game CCCCXXXII.

(*a*) White would have played ill had he taken the Queen's Rook's Pawn.

(*b*) This is better than playing the Queen at once to her second.

(*c*) If, instead of this move, White had taken the King's Knight's Pawn with his Rook (checking), the following moves would probably have occurred.

Black.	*White.*
	R. takes P. (check)
K. to R. square	Q. takes R.
Kt. to Q. B. fourth	R. to K. Kt. sixth
Q. takes Q. B. P. (check), and wins.	

Should Black, instead of his last move, venture to take the Rook with King's Bishop's Pawn, he will be mated in two moves.

GAME CCCCXXXIII.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. second
4. Q. to K. second	4. K. Kt. to B. third
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. Q. P. two	6. P. takes P.
7. K. P. one	7. Kt. to K. Kt. fifth
8. Q. B. P. takes P.	8. B. takes P.
9. Castles	9. B. takes K. P.
10. K. R. P. one	10. Q. P. two
11. B. to Q. Kt. fifth	11. Castles
12. P. takes Kt.	12. Q. B. takes P.
13. Q. Kt. to B. third	13. Kt. to Q. fifth
14. Q. to K. third	14. Q. B. takes K. Kt.
15. K. Kt. P. takes B.	15. Q. B. P. one
16. B. to K. second	16. Kt. to Q. B. seventh
17. Q. to K. Kt. fifth	17. B. to K. B. third
18. Q. to K. B. fifth	18. Kt. takes R.
19. Q. B. to K. B. fourth	19. B. takes Kt.

AND WHITE RESIGNED.

GAME CCCCXXXIV.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. second
4. K. Kt. to B. third	4. Q. Kt. to B. third

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
5. Castles	5. Q. P. one
6. K. R. P. one	6. K. R. P. one
7. Q. P. two	7. B. to Q. Kt. third
8. Q. R. P. two	8. Q. R. P. two
9. Q. P. one	9. Kt. to Q. square
10. Q. B. to K. third	10. B. takes B.
11. K. B. P. takes B.	11. K. Kt. to B. third
12. Q. Kt. to Q. second	12. Castles
13. Q. to K. square	13. B. to Q. second
14. Q. to K. R. fourth	14. Q. B. P. one
15. K. Kt. P. two	15. P. takes Q. P.
16. P. takes P.	16. K. P. one
17. K. Kt. to Q. fourth	17. Kt. takes Q. P.
18. Q. takes Q.	18. Kt. takes Q.
19. Q. Kt. takes K. P.	19. Q. P. one
20. Q. Kt. to Q. B. fifth	20. B. takes K. Kt. P.
21. R. P. takes B.	21. Q. P. takes B.
22. Q. Kt. to Q. seventh	22. K. R. to K. square
23. K. Kt. to Q. Kt. fifth	23. Kt. to Q. fourth

AND, AFTER A FEW MORE MOVES, WHITE GAVE UP THE GAME.

GAME CCCCXXXV.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. B. to K. Kt. third
7. Q. P. two	7. P. takes P.
8. Kt. takes P.	8. B. takes Kt.
9. P. takes B.	9. Q. P. one
10. K. B. P. two	10. K. Kt. to B. third
11. K. P. one	11. P. takes P.
12. K. B. P. takes P.	12. Kt. to Q. fourth
13. Q. B. to Q. R. third	13. B. to K. third
14. Q. to her third	14. Q. to K. Kt. fourth
15. Q. B. to his square	15. Q. to K. Kt. fifth
16. K. B. to Q. Kt. fifth	16. Castles on K.'s side
17. B. takes Kt.	17. Q. Kt. P. takes B.
18. Q. R. P. two	18. Kt. to Q. Kt. fifth

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
19. Q. to her second	19. Q. R. P. two
20. Q. R. to his third	20. Q. R. to Q. square
21. K. R. to K. B. fourth	21. Q. to K. R. fourth
22. Q. R. to K. Kt. third	22. P. to Q. B. fourth
23. Q. Kt. to B. third	23. P. takes Q. P.
24. Kt. to K. fourth	24. K. to R. square
25. Kt. to K. Kt. fifth	25. K. R. P. one
26. Kt. to K. B. third	26. K. Kt. P. two
27. R. takes Q. P.	27. R. takes R.
28. Q. takes R.	28. Kt. to Q. fourth
29. K. R. P. two	29. K. Kt. P. one
30. Kt. to Q. second	30. Q. B. P. two
31. Q. to K. fourth	31. Q. takes K. R. P.
32. Kt. to K. B. square	32. K. B. P. two
33. P. takes P. *en passant*	33. Q. takes P.
34. Q. to K. second	34. Q. B. P. one
35. Kt. to K. third	35. Kt. to Q. B. sixth
36. Q. to her B. second	36. Q. to B. seventh (check)
37. Q. takes Q.	37. R. takes Q.
38. Kt. takes K. Kt. P.	38. R. to Q. B. seventh
39. R. takes Kt.	39. R. takes R.
40. B. to Q. Kt. second	40. B. takes Kt.
41. B. takes R. (check)	

AND THE GAME WAS DRAWN.

GAME CCCCXXXVI.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. B. checks
7. B. to Q. second	7. B. takes B. (check)
8. Kt. takes B.	8. Q. P. two
9. P. takes P.	9. Kt. takes P.
10. Castles	10. B. to K. third
11. Q. Kt. to K. fourth	11. Castles
12. Q. Kt. to K. Kt. fifth	12. B. to K. B. fourth
13. B. to Q. third	13. Q. to K. B. third
14. B. to K. fourth	14. B. takes B.
15. Kt. takes B.	15. Q. to B. fifth

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
16. Kt. to K. Kt. third	16. Q. R. to Q. square
17. Q. to her Kt. third	17. Kt. to Q. Kt. third
18. Q. to K. third	18. Kt. to Q. fourth
19. Q. to Q. Kt. third	19. Q. Kt. P. one
20. Q. R. to Q. square	20. Q. R. to Q. third
21. K. R. to K. square	21. Kt. to K. B. third
22. Q. to K. third	22. Kt. to Q. fourth
23. Q. takes Q.	23. Kt. takes Q.
24. R. to K. fourth	24. Kt. to Q. fourth
25. Kt. to K. B. fifth	25. R. to B. third
26. Kt. to K. third	26. R. to B. fifth
27. R. takes R.	27. Kt. takes R.
28. K. Kt. P. one	28. Kt. to K. Kt. third
29. R. to Q. B. square	29. K. Kt. to K. second
30. Q. P. one	30. Q. Kt. to Kt. fifth
31. R. takes P.	31. Kt. takes P.
32. Kt. takes Kt.	32. Kt. takes Kt.
33. R. takes Q. R. P.	

AND BLACK ULTIMATELY WON THE GAME.

GAME CCCCXXXVII.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. B. P. one	4. Q. B. to K. Kt. fifth
5. Q. P. one	5. K. Kt. to B. third
6. Castles	6. Castles
7. K. R. P. one	7. Q. B. to K. R. fourth
8. Q. B. to K. third	8. B. to Q. Kt. third
9. Q. R. P. two	9. Q. B. P. one
10. Q. Kt. to Q. second	10. B. takes B.
11. P. takes B.	11. Q. to her Kt. third
12. Q. to K. square	12. Q. takes Q. Kt. P.
13. Q. Kt. to his third	13. Q. P. one
14. K. R. to K. B. second	14. Q. takes R. (check)
15. Q. takes Q.	15. P. takes B.
16. P. takes P.	16. Kt. takes K. P.
17. Q. to K. R. fourth	17. B. takes Kt.
18. P. takes B.	18. Kt. takes Q. B. P.
19. K. to B. second.	19. K. B. P. one

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
20. Kt. to Q. B. fifth	20. Q. Kt. to R. third
21. Kt. to K. sixth	21. R. to B. second
22. R. to K. Kt. square	22. Q. R. to K. square
23. R. to Q. B. square	23. K. Kt. takes Q. R. P.
24. Q. B. P. one	24. K. Kt. to Q. Kt. seventh
25. R. to Q. Kt. square	25. K. Kt. to Q. sixth (check)
26. K. to his second	26. R. takes Kt.
27. K. takes Kt.	27. Kt. takes P. (check)
28. K. to his second	28. Q. Kt. P. two
29. R. to Q. B. square	29. Kt. to Q. Kt. second
30. Q. to K. fourth	30. K. B. P. one
31. Q. to her Kt. fourth	31. Q. R. P. one
32. Q. to her Kt. third	32. Q. R. to Q. third
33. Q. to her B. third	33. K. P. one
34. K. B. P. one	34. K. R. P. one
35. Q. to K. fifth	35. K. to R. second
36. R. to K. Kt. square	36. Q. R. to K. B. third
37. K. R. P. one	37. K. R. P. one
38. R. to Kt. fifth	38. K. Kt. P. one
39. R. to K. Kt. square	39. Q. R. P. one
40. R. to Q. square	40. Q. Kt. P. one
41. Q. to K. eighth	41. Q. B. P. one
42. R. to Q. seventh	42. K. to Kt. second
43. R. to Q. fifth	43. Q. B. P. one
44. R. to Q. seventh	44. Q. B. P. one
45. R. takes R. (check)	45. R. takes R.
46. Q. to K. fifth (check)	46. K. to R. second
47. Q. to her fifth	47. R. to K. Kt. second
48. K. to Q. square	48. R. to Q. B. second
49. Q. to K. fifth	49. R. checks
50. K. to Q. B. square	50. R. to K. Kt. second
51. Q. to her fifth	51. Q. R. P. one
52. Q. to her Kt. fifth	52. Q. Kt. P. one
53. Q. takes R. P.	53. Kt. to Q. B. fourth

AND WHITE RESIGNED.

GAME CCCCXXXVIII.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
4. K. B. to Q. B. fourth	4. Q. P. one
5. Q. B. P. one	5. Kt. to K. fourth
6. P. takes P.	6. Kt. takes B.
7. Q. checks	7. Q. B. P. one
8. Q. takes Kt.	8. Q. P. one
9. P. takes P.	9. Q. takes P.
10. Q. to K. second (check)	10. B. to K. third
11. Castles	11. B. to Q. Kt. fifth
12. Q. R. P. one	12. B. to R. fourth
13. Q. Kt. P. two	13. B. to B. second
14. Q. Kt. to B. third	14. Q. to K. R. fourth
15. Q. B. to K. Kt. fifth	15. B. takes K. R. P. (check)
16. Kt. takes B.	16. Q. takes B.
17. K. B. P. two	17. Q. to K. B. third
18. Q. R. to Q. square	18. Castles
19. Q. Kt. to K. fourth	19. Q. to K. B. fourth
20. K. Kt. P. two	20. Q. to her fourth
21. K. B. P. one	21. B. to Q. second
22. K. R. to K. B. third	22. K. R. P. two
23. Q. Kt. to B. third	23. Q. to her third
24. K. Kt. P. one	24. K. B. P. one
25. Q. Kt. to K. fourth	25. Q. to K. second
26. Q. P. one	26. K. B. P. takes P.
27. Q. P. one	27. Q. to K. fourth
28. Q. to K. third	28. K. to Kt. square
29. Q. takes K. Kt. P.	29. Kt. to B. third
30. Q. Kt. to Q. B. fifth	30. Q. to K. seventh
31. Q. R. to Q. second	31. Q. to K. eighth (check)
32. K. Kt. to K. B. square	32. Kt. to K. fifth
33. Kt. takes Kt.	33. Q. takes Kt.
34. R. to K. B. fourth	34. Q. to K. fourth
35. Kt. to Kt. third	35. K. Kt. P. one
36. R. to K. fourth	36. Q. to R. eighth (check)
37. K. to R. second	37. P. takes P.

AND WHITE ULTIMATELY WON THE GAME.

GAME CCCCXXXIX.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 62nd.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.

Black. (Mr. M'D.)	*White.* (M. De la B.)
4. Kt. takes P.	4. K. P. two
5. Kt. takes Kt. (*a*)	5. Q. Kt. P. takes Kt.
6. K. B. to Q. B. fourth	6. K. Kt. to B. third
7. B. to K. Kt. fifth	7. B. to K. second
8. Q. to K. second	8. Q. P. two
9. B. takes Kt.	9. B. takes B.
10. K. B. to Q. Kt. third	10. Castles
11. Castles	11. Q. R. P. two
12. P. takes Q. P.	12. P. takes P.
13. K. R. to Q. square	13. Q. P. one
14. Q. B. P. two (*b*)	14. Q. to her Kt. third
15. K. B. to Q. B. second	15. Q. B. to Q. Kt. second (*c*)
16. Q. Kt. to Q. second	16. Q. R. to K. square
17. Kt. to K. fourth	17. K. B. to Q. square
18. Q. B. P. one	18. Q. to her B. third
19. K. B. P. one	19. K. B. to K. second
20. Q. R. to Q. B. square	20. K. B. P. two
21. Q. to her B. fourth (check)	21. K. to R. square
22. K. B. to Q. R. fourth	22. Q. to K. R. third (*d*)
23. B. takes R.	23. P. takes Kt.
24. Q. B. P. one	24. P. takes K. B. P.
25. Q. R. to Q. B. second (*e*)	25. Q. to K. sixth (check)
26. K. to R. square	26. Q. B. to his square
27. K. B. to Q. seventh	27. K. B. P. one
28. K. R. to K. B. square	28. Q. P. one
29. Q. R. to Q. B. third	29. B. takes B.
30. P. takes B.	30. K. P. one
31. Q. to her B. eighth	31. B. to Q. square
32. Q. to her B. fourth	32. Q. to K. eighth
33. Q. R. to B. square	33. Q. P. one
34. Q. to her B. fifth	34. R. to Kt. square
35. Q. R. to Q. square	35. K. P. one
36. Q. to her B. third	36. Q. takes Q. R.
37. R. takes Q.	37. K. P. one

AND BLACK RESIGNED.

Notes to Game CCCCXXXIX.

(*a*) This is not so good as retiring the Knight.

(*b*) Queen's Bishop's Pawn one square would have been better play.

(*c*) It is pretty obvious that White would have lost his Queen if he had taken the Queen's Knight's Pawn.

(*d*) White's play from this point to the end of the game is well deserving attention.

(*e*) If Black had ventured to take the Bishop, he would have been mated by force in five or six moves.

GAME CCCCXL.

Between the same Players.—(Game 63rd.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. P. one	9. Kt. to Q. R. fourth
10. K. B. to Q. third	10. K. Kt. to B. third
11. Q. Kt. to B. third	11. Castles
12. K. R. P. one	12. Q. B. to Q. second
13. Q. B. to K. Kt. fifth	13. K. R. P. one
14. B. to K. R. fourth	14. K. Kt. P. two
15. Kt. takes Kt. P.	15. R. P. takes Kt.
16. B. takes P.	16. K. B. to Q. fifth
17. Q. Kt. to K. second	17. B. takes R.
18. Q. takes B.	18. K. to Kt. second
19. K. B. P. two	19. Q. to K. second
20. Q. to B. third	20. Q. Kt. P. one
21. R. to K. B. third	21. Q. Kt. to Q. B. fifth
22. B. takes Kt. (check)	22. Q. takes B.
23. R. to K. Kt. third (check)	

AND BLACK RESIGNED.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. J. H. S., of Bristol.

No. 123.

White.	*Black.*
K. at Q. B.'s square	K. at Q. B.'s sixth
R. at Q. R.'s fourth	Pawns at K. Kt.'s second, K. B.'s third, K.'s fifth, Q. B.'s third, and Q. Kt.'s second
B. at K.'s sixth	
B. at Q.'s sixth	
Pawns at K. Kt.'s sixth, K. B.'s fifth, K.'s second, Q. B.'s fifth, Q. Kt.'s third, and Q. Kt.'s sixth	

White, playing first, mates in four moves.

No. 124.

White.	*Black.*
K. at Q. Kt.'s fourth	K. at Q.'s fifth
R. at Q. R.'s fifth	Pawns at K. Kt.'s fifth, K.'s second, and K.'s sixth
B. at K. R.'s sixth	
Kt. at K. B.'s fourth	
Pawns at K. Kt.'s third, K.'s second, K.'s sixth, and Q. B.'s second	

White to play, and mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 121.

White.	*Black.*
1. Kt. to Q.'s sixth (check)	1. Q. takes Kt. (best)
2. Q. to her R.'s sixth (check)	2. K. takes Q.
3. B. MATES.	

No. 122.

White.	*Black.*
1. R. takes Kt. (check)	1. P. takes R. (best)
2. Q. to R.'s fourth (check)	2. K. takes Q., or (A)
3. B. checks, and then MATES next move	

(A)

White.	*Black.*
	2. K. moves
3. Q. to B.'s sixth, and gives MATE next move.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 183.—E.*

White.	*Black.*
K. at Q. R.'s third	K. at his square
R. at K. R.'s seventh	B. at K. R.'s third
B. at Q. B.'s second	Pawn at Q. R.'s third
Kt. at Q. B.'s third	
Pawns at K. B.'s sixth, K.'s sixth, Q. B.'s seventh, Q. Kt.'s second, Q. Kt.'s fourth, and Q. R.'s second	

White, playing first, to mate with a Pawn in three moves, or compel Black to mate with the Pawn in three moves.

No. 184.—E.

White.	*Black.*
K. at his B.'s second	K. at his Kt.'s square
Q. at K. B.'s sixth	Pawn at K. Kt.'s third
R. at K.'s seventh	
B. at Q. Kt.'s eighth	
Pawns at K. R.'s second, and K. Kt.'s second	

White, playing first, to mate with the Rook's Pawn in five moves, or with the Knight's Pawn in six moves, or to compel Black to mate with his Pawn in nine moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 131.

In the diagram of this Problem, through an error of the press, a White Pawn is placed at Black's King's Bishop's fourth square, instead of a *Black Pawn*. The reader is requested to make the correction with a pen, before attempting to discover the Solution.

White.	*Black.*
1. R. to K. B.'s sixth (double ch.)	1. K. to Kt.'s second
2. Q. to K. B.'s seventh (check)	2. Kt. takes Q.

* See page 366 of the Second Volume.

White.	*Black.*
3. R. to K. Kt.'s sixth (check)	3. K. takes Kt.
4. R. to K. Kt.'s seventh (check)	4. K. takes R. (discov. check, and MATE).

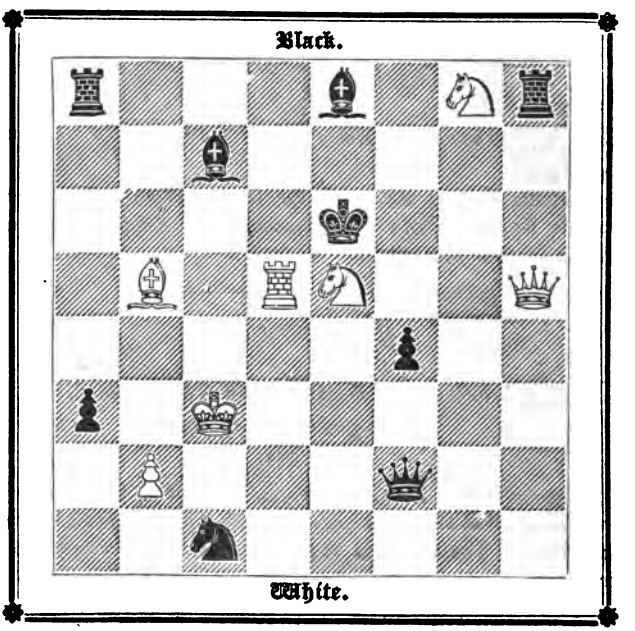
No. 132.

White.	*Black.*
1. Q. to her eighth (check)	1. Kt. takes Q.
2. Kt. to Q.'s sixth (check)	2. K. to his B.'s square
3. P. to K.'s seventh (check)	3. K. to his Kt.'s square
4. P. takes P. (check)	4. K. to his R.'s square
5. Kt. to K. B.'s seventh (check)	5. Kt. takes Kt. (CHECKMATE).

PROBLEM, No. 134.

By M. D'ORVILLE.

White to play, and mate in four moves.



CHESS PROBLEMS.

By M. D'ORVILLE, OF ANTWERP.

IN compliance with the solicitations of many subscribers, we proceed to give a few more specimens from M. D'Orville's unrivalled collection of Stratagems.

In the seven following Problems, White plays first, and checkmates his opponent in four moves.

No. 70.

White.	*Black.*
K. at Q. R.'s third	K. at his sixth
Q. at K. R.'s second	R. at Q. R.'s square
B. at K. Kt.'s sixth	B. at Q. R.'s fourth
Kt. at Q.'s sixth	B. at K. B.'s sixth
Pawn at Q. B.'s second	Kt. at Q. B.'s fourth
	Pawn at Q. Kt.'s sixth

No. 77.

White.	*Black.*
K. at Q. R.'s square	K. at his B.'s third
Q. at her eighth	Q. at her seventh
B. at K. Kt.'s eighth	R. at Q. Kt.'s square
Kt. at K.'s seventh	R. at Q. Kt.'s seventh
Pawns at K. B.'s third, and K. R.'s fifth	B. at Q.'s fifth
	Pawns at K. R.'s second and K. Kt.'s fourth

No. 90.

White.	*Black.*
K. at his square	K. at Q. Kt.'s third
Q. at her seventh	Q. at K. Kt.'s seventh
R. at Q. R.'s square	R. at K. R.'s square
Kt. at Q. Kt.'s fifth	R. at K. Kt.'s second
Pawns at Q. Kt.'s third, and Q. B.'s fourth	Pawn at Q. R.'s third

No. 108.

White.	*Black.*
K. at Q. R.'s square	K. at Q. R.'s sixth
B. at K. B.'s square	Pawn at Q. B.'s second
B. at Q. R.'s fifth	
Kt. at K.'s fourth	

No. 110.

White.	*Black.*
K. at Q. B.'s sixth	K. at Q. R.'s fourth
R. at Q. R.'s eighth	Pawns at Q. B.'s second, and Q. R.'s third
Pawns at Q. Kt.'s third, and Q. B.'s second	

No. 112.

White.	*Black.*
K. at Q. R.'s second	K. at Q. R.'s fifth
R. at Q.'s square	Pawns at Q. B.'s fourth, and Q. Kt.'s third
Kt. at Q. B.'s sixth	
Pawn at Q. B.'s second	

No. 114.

White.	*Black.*
K. at his R.'s square	K. at his B.'s seventh
Q. at her square	Pawns at K. R.'s fifth, K. Kt.'s sixth, K. B.'s fifth, and K.'s seventh
Kt. at K.'s third	
Pawn at K. R.'s second	

In the two next positions, White plays first, and gives checkmate in five moves.

No. 120.

White.	*Black.*
K. at his B.'s fifth	K. at Q. Kt.'s fifth
Q. at K. Kt.'s seventh	Q. at K. R.'s seventh
B. at Q. Kt.'s second	R. at Q. R.'s seventh
Kt. at Q. B.'s fifth	R. at Q. B.'s second
Kt. at K.'s sixth	B. at K.'s seventh
	Pawns at Q. R.'s fourth, and Q.'s third

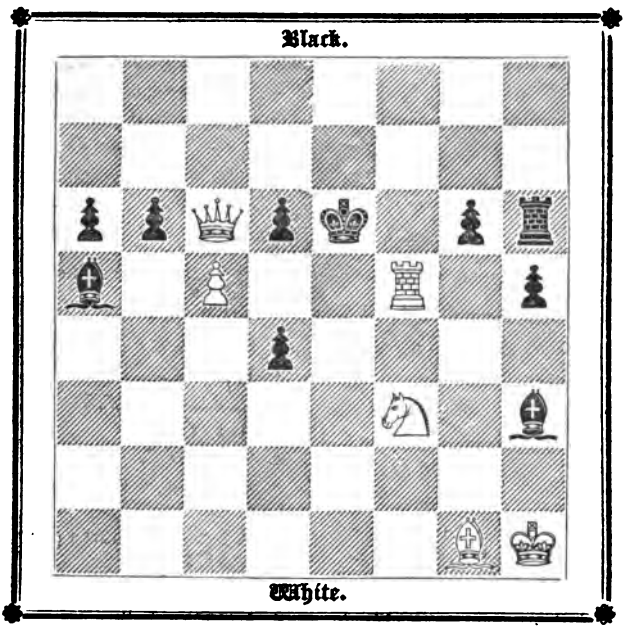
No. 123.

White.	*Black.*
K. at Q. R.'s square	K. at Q.'s third
Q. at her R.'s fourth	Q. at K.'s seventh
R. at Q. B.'s fourth	R. at K. Kt.'s seventh
Kt. at Q. R.'s sixth	B. at Q. Kt.'s third
Kt. at Q.'s fifth	B. at K.'s fifth
Pawn at Q. Kt.'s second	Pawn at Q. R.'s fourth

PROBLEM, No. 135.

By Mr. BREDE, of Hamburg.

White, playing first, engages to compel Black to checkmate him in eleven moves.



GAME CCCCXLI.

Between Mr. D——L and an Amateur.

White. (Mr. —.)	*Black.* (Mr. D—L.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. checks
4. K. to B. square	4. K. Kt. P. two
5. K. Kt. to B. third	5. Q. to R. fourth
6. Q. P. two	6. K. B. to Kt. second
7. Q. Kt. to B. third	7. Q. P. one
8. Q. Kt. to Q. fifth	8. K. to Q. square
9. K. R. P. two	9. K. R. P. one
10. Q. Kt. to B. third	10. K. Kt. to K. second
11. K. to his Kt. square	11. K. Kt. P. one
12. K. Kt. to K. square	12. Gambit P. one
13. K. Kt. P. one	13. Q. Kt. to B. third
14. Q. B. to K. third	14. Q. B. to K. third

White. (Mr. —.)	*Black.* (Mr. D—L.)
15. Q. P. one	15. K. Kt. to K. fourth
16. B. to Q. Kt. third	16. B. to Q. second
17. Q. to her fourth	17. K. Kt. to his third
18. K. Kt. to Q. third	18. K. R. to Kt. square
19. Q. to her Kt. fourth	19. Kt. takes Kt.
20. Q. takes Kt. P.	20. Q. to K. fourth
21. K. to R. second	21. Q. takes K. Kt. P. (check)
22. K. takes Q.	22. B. checks
23. B. to B. fourth	23. B. takes B. (CHECKMATE).

GAME CCCCXLII.

Mr. D——L gives his Queen's Knight to an Amateur.

(*Remove White's Q.'s Kt. from the board.*)

White. (Mr. D—L.)	*Black.* (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. one	3. Q. P. two
4. P. takes P.	4. Kt. takes P.
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. Q. B. P. one	6. Q. R. P. one
7. Q. to her Kt. third	7. Q. Kt. to R. fourth
8. Q. to R. fourth (check)	8. Q. B. P. one
9. B. takes Kt.	9. Q. takes B.
10. Q. Kt. P. two	10. Q. takes Q. P.
11. Q. takes Kt.	11. Q. takes P. (check)
12. K. to his second	12. Q. takes R.
13. K. R. to Q. square	13. K. B. to K. second
14. B. to K. Kt.'s fifth	14. Q. checks
15. R. to Q. second	15. Q. takes Q. Kt. P.
16. Q. to Q. eighth	16. B. takes Q.
17. R. takes B. (CHECKMATE).	

GAME CCCCXLIII.

Between Mr. ST——N and Mr. C——E.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. P. one
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. one	5. K. R. P. one

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
6. Castles	6. Castles
7. Q. P. one	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. Q. Kt. to B. third	9. Q. B. to K. Kt. fifth
10. Q. B. to K. third	10. Q. B. P. one
11. K. B. to Q. third	11. Q. Kt. to Q. second
12. K. B. to K. second	12. Q. to K. second
13. K. Kt. to Q. second	13. B. takes B.
14. Q. takes B.	14. Q. R. to K. square
15. K. to R. square	15. K. Kt. to R. second
16. K. Kt. P. two	16. Q. to K. B. third
17. K. Kt. to K. B. third	17. K. Kt. to Kt. fourth
18. Kt. takes Kt.	18. P. takes Kt.
19. K. B. P. two	19. P. takes P.
20. R. takes P.	20. Q. to K. Kt. third
21. K. R. to K. B. fifth	21. Kt. to K. B. third
22. K. R. to K. Kt. fifth	22. Q. to R. second
23. Q. to K. Kt. second	23. Kt. to Q. fourth (*a*)
24. K. R. to his fifth	24. Kt. takes B.
25. Q. to K. R. third	25. Kt. takes K. Kt. P.
26. Q. takes Kt.	26. Q. to K. Kt. third
27. K. R. to K. Kt. fifth (*b*)	27. Q. to K. B. third
28. K. P. one	28. P. takes P.
29 Kt. to K. fourth	29. Q. to K. R. third
30. P. takes P. (*c*)	30. B. to Q. square
31. Kt. checks	31. B. takes Kt.
32. P. takes B.	32. Q. takes P.
33. Q. R. to K. Kt. square	33. K. Kt. P. one
34. K. R. P. two	34. Q. R. to K. fourth

AFTER A FEW MORE MOVES, WHITE LOST THE GAME.

Notes to Game CCCCXLIII.

(*a*) Black ought, we think, to have taken the King's Pawn with his Knight, upon which the following moves would probably have occurred:—

White.	*Black.*
	Kt. takes K. P.
R. to R. fifth	Q. to K. Kt. third
Q. to K. R. third	K. B. P. one

(*b*) Queen to King's Rook's third would have been better play.

(*c*) If White had taken the King's Knight Pawn with his Rook (checking), instead of this move, he would have had a decisive advantage.

GAME CCCCXLIV.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 64th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. P. one
4. Q. Kt. to B. third	4. K. Kt. to B. third
5. K. P. one	5. Q. P. two
6. P. takes Kt.	6. P. takes B.
7. P. takes K. Kt. P.	7. B. takes P.
8. Q. Kt. to K. fourth	8. Q. to her fourth
9. Q. Kt. to K. Kt. third	9. K. R. P. two
10. K. R. P. two	10. K. P. one
11. Castles	11. Q. B. to K. Kt. fifth
12. Q. to K. second	12. K. B. P. two
13. Q. to K. third	13. B. takes Kt.
14. Q. takes B.	14. Q. takes Q.
15. P. takes Q.	15. Kt. to Q. fifth
16. K. to his Kt. second	16. Kt. takes Q. B. P.
17. Q. R. to Kt. square	17. Kt. to Q. fifth
18. Q. Kt. P. one	18. P. takes P.
19. P. takes P.	19. Castles on Q. side
20. Q. P. one	20. K. B. to his third
21. K. B. P. one	21. K. R. to K. Kt. square
22. K. to R. third	22. P. takes P.
23. B. takes P.	23. R. to K. Kt. fifth
24. B. to K. Kt. fifth	24. B. takes B.
25. P. takes B.	25. Kt. to K. third
26. Kt. takes K. B. P.	26. Q. R. takes Q. P. (check)
27. Kt. to Kt. third	27. K. R. takes P.
28. Q. Kt. P. one	28. Q. R. to Q.'s fifth
29. P. takes P.	29. K. R. takes P.
30. K. R. to Q. B. square	30. R. takes R.
31. R. takes R. (check)	31. K. to Q. second

AND WHITE WON THE GAME.

GAME CCCCXLV.

Between the same Players.—(Game 65th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth

Black. (Mr. M'D.)	*White.* (M. De la B.)
4. Q. Kt. P. two	4. B. takes Kt. P.
5. Q. B. P. one	5. B. to R. fourth
6. Castles	6. B. to Q. Kt. third
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. Q. P. one
9. K. R. P. one	9. K. R. P. one
10. Q. Kt. to B. third	10. K. Kt. to K. second
11. Q. B. to Q. Kt. second	11. Castles
12. Q. Kt. to K. second	12. K. Kt. to his third
13. Q. Kt. to K. Kt. third	13. K. to R. square
14. Q. to her B. second	14. Kt. to K. R. fifth
15. Kt. takes Kt.	15. Q. takes Kt.
16. Q. R. to Q. square	16. Q. B. to Q. second
17. K. to R. second	17. K. B. P. two
18. Q. P. one	18. Q. Kt. to K. fourth
19. B. takes Kt.	19. P. takes B.
20. P. takes K. B. P.	20. Q. to K. B. fifth
21. K. B. to Q. third	21. Q. R. to K. square
22. Q. R. to K. square	22. Q. to Q. Kt. fifth (*a*)
23. Q. R. to K. fourth	23. Q. to her third
24. Q. R. to K. Kt. fourth	24. Q. takes Q. P.
25. Kt. to R. fifth	25. Q. R. to K. second
26. P. to K. B. sixth	26. P. takes P.
27. Q. to her B. square (*b*)	27. B. takes R.
28. Q. takes K. R. P. (check)	28. K. to Kt. square
29. Q. to Kt. sixth (check)	

AND DRAWS THE GAME BY A "PERPETUAL CHECK."

Notes to Game CCCCXLV.

(*a*) With the object of taking the King's Bishop's Pawn with his Bishop.

(*b*) Bishop to Queen's Bishop's fourth would perhaps have been better play; he might also have taken King's Bishop's Pawn with his Knight, and then have played the Bishop to Bishop's fourth.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. S. A——s.

No. 125.

White.	*Black.*
K. at K. R.'s second	K. at K. R.'s third
R. at Q.'s seventh	Q. at K. B.'s eighth
B. at Q. R.'s seventh	R. at Q. R.'s sixth
Kt. at K. R.'s fourth	Kt. at K. B.'s square

White.	*Black.*
Pawns at K. R.'s third, K. Kt.'s second, Q.'s third, and Q. R.'s fourth	Kt. at K.'s eighth Pawn at K. B.'s sixth

White to play, and mate in three moves.

No. 126.

White.	*Black.*
K. at K. R.'s fifth B. at K. R.'s second Kt. at K. B.'s sixth	K. at his R.'s square P. at K. R.'s fifth

White to play, and mate in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 123.

White.	*Black.*
1. Q. B. to K. B.'s fourth	1. K. P. one
2. Q. Kt. P. one	2. K. to Q.'s fifth
3. K. to Q. B.'s second	3. K. to K.'s fifth
4. Q. Kt. P. one (disc. ch.) MATE.	

No. 124.

White.	*Black.*
1. Kt. to Q.'s third	1. K. to K.'s fifth
2. R. to K.'s fifth (check)	2. K. to Q.'s fifth
3. Q. B. P. one (CHECKMATE).	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 185.—E.*

White.	*Black.*
K. at Q. R.'s square R. at Q. B.'s seventh	K. at Q. R.'s square R. at Q. R.'s third

* See page 366 of the Second Volume.

White.	*Black.*
B. at K. B.'s eighth	Pawn at Q.'s second
Kt. at Q. Kt.'s fourth	
Kt. at Q. R.'s fifth	
Pawns at Q.'s fifth, Q. B.'s second, Q. B.'s sixth, Q. Kt.'s fifth, and Q. R.'s fourth	

White to play, and mate with a Pawn in eight moves, without taking the adversary's Rook.

No. 186.—E.

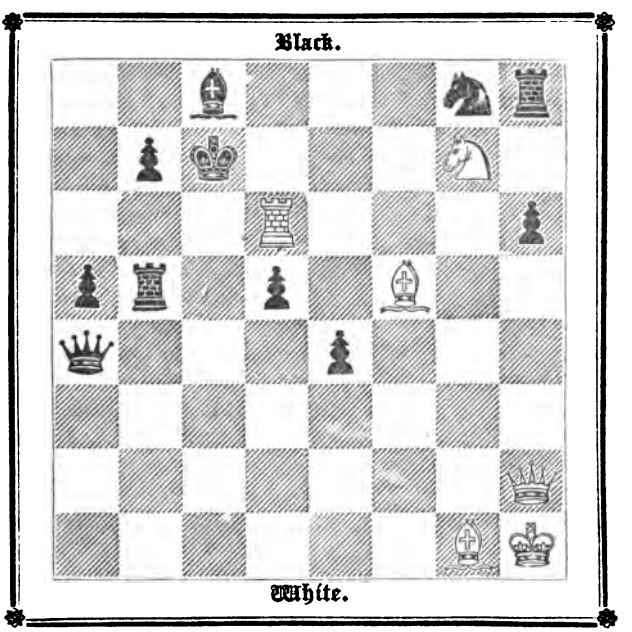
White.	*Black.*
K. at Q. B.'s seventh	K. at Q. R.'s square
R. at K. R.'s seventh	Kt. at K. R.'s third
R. at K. Kt.'s fifth	Pawns at K. Kt.'s second, and Q. Kt.'s second
B. at Q.'s fifth	
Pawns at K. Kt.'s second, Q. Kt.'s third, and Q. Kt.'s sixth	

White to play, and mate with a Pawn in eight moves, without taking the Knight or either of the Pawns.

PROBLEM, No. 136.

By Mr. Brede, of Hamburg.

White, having to play, engages to compel Black to give him checkmate in ten moves.



SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS,
In our preceding Number.

No. 133.

White.	*Black.*
1. R. to K. Kt.'s seventh (check)	1. K. to R.'s third
2. K. R. P. two	2. P. takes P.
3. P. one (check)	3. K. to R.'s fourth
4. B. to K. B.'s second	4. P. one
5. K. Kt. P. two (CHECKMATE).	

No. 134.

White.	*Black.*
1. B. to Q.'s seventh (check)	1. K. takes R. (best)
2. Kt. to Q. B.'s fourth (discov. check)	2. R. takes Q.
3. Kt. to K. B.'s sixth (check)	3. K. to Q. B.'s fourth
4. Q. Kt. P. two (CHECKMATE).	

NEW WORK ON CHESS BY M. JANISCH.

THE following extracts from the letter of an esteemed correspondent at Berlin, will not be unacceptable to the lovers of Chess in Great Britain.

"The first volume of M. Janisch's 'TRAITE DES DEBUTS'* is now ready. It is dedicated to the celebrated Russian Chess Amateur, M. Petroff, and contains, besides a preface and an introduction, the 'Irregular Openings,' 'The Queen's Gambit,' and 'The King's Bishop's Game;' 'The King's Knight's Game,' and the 'King's Gambit,' being reserved for the second volume, which will appear in the course of a few months. The first volume is divided into two books; the former comprises all the openings that are neither Bishop's Game, Knight's Game, nor King's Gambit, and the second contains the King's Bishop's Game. M. Janisch gives in his work much new matter; he proves, for instance, that the moves,—

1. K. P. two	1. Q. B. P. two (best)
2. K. B. P. two	2. K. P. one
3. K. Kt. to B.'s third	3. Q. P. two
4. K. P. one	4. Q. Kt. to B.'s third, &c. &c.

give the second player decidedly the better game. The analysis of

---

* *Traite des Débuts*, 12mo, *Dresden, Leopold Voss*, 1842.

1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. P. two

which M. Janisch calls, 'Le contre gambit du Fou,' is made with much accuracy and elegance. The game beginning with the moves

1. K. P. two	1. K. P. two, &c.
2. Q. P. two	

is, for the first time, well analysed in the 'Traité des Debuts,' but the most interesting parts of the first volume, are 'le début de M. Petroff,'

1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. B. P. one	3. Q. to K. Kt.'s fourth, &c. &c.

and 'le gambit du centre et de l'aile' de M. Petroff.

1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. B. P. one	3. Q. to K.'s second
4. K. Kt. to B.'s third	4. K. Kt. to B.'s third, or Q. P. one
5. Q. P. two, &c. &c.	

"The volume concludes with a remarkably fine game, played by M. Petroff against the Warsaw club. Taken as a whole, the work is a specimen of extraordinary accuracy, and cannot fail being well received by all lovers of the game." "M. Bledow (of Berlin) is this moment occupied in publishing a small volume containing the tables which were composed by the Berlin Committee, when playing the match against Posen in 1839-40; together with 50 other games all played by correspondence. The book is likely to become very popular in Germany, where the majority of the games played by correspondence in France, England, Russia, &c. have never before been printed."

ANALYSIS

OF THE CELEBRATED PROBLEM,

A KING, ROOK AND BISHOP, AGAINST A KING AND ROOK.

(*Continued from page 77 of the present Volume.*)

(G 1) (*a*)

White.	*Black.*
	9. R. to Q. B.'s seventh (*a*)
10. K. to his B.'s sixth	10. K. to his Kt.'s square (*b*)
11. R. to K. Kt.'s seventh (ch.)	11. K. to his R.'s square (*c*)
12. R. to K. Kt.'s square	12. R. to K. B.'s seventh (ch.) (*d*)
13. K. to Kt.'s sixth, (discov. ch.)	13. K. to Kt.'s square

White.	*Black.*
14. B. to Q.'s sixth	14. R. to K.'s seventh (*e*), or (G 11)
15. K. to B.'s sixth (discov. ch.)	15. K. to R.'s square, or R.'s second
16. R. to K. R.'s square (check)	16. K. to Kt.'s square
17. B. to K.'s fifth	17. R. to Q. R.'s seventh (*f*)
18. R. to K. Kt.'s square (check)	18. K. to R.'s second (best)
19. B. to Q.'s fourth	19. R. to Q. B.'s seventh
20. K. to B.'s fifth	20. R. to Q. B.'s fifth, or (G 12)
21. R. to K. Kt.'s seventh (check)	21. K. to R.'s square, or (G 13)
22. R. to K. Kt.'s fourth (discov. check)	22. K. to R.'s second
23. R. to K. R.'s fourth (check)	23. K. to Kt.'s square
24. K. to Kt.'s sixth	24. R. to Q. B.'s third (check)
25. B. to K. B.'s sixth, and wins.	

(G 2)

White.	*Black.*
	10. R. to K. B.'s seventh (check)
11. K. to his sixth	11. R. to K. B.'s second (best)
12. R. to Q.'s square	12. R. to K. B.'s square (best)
13. R. to K. R.'s square	13. R. to K.'s square (check)
14. K. to B.'s sixth	

And Black cannot save the game.

(G 3)

White.	*Black*
	11. R. to Q. R.'s fifth
12. R. to Q.'s eighth (check)	12. K. to R.'s second
13. B. to K.'s fifth	13. R. to Q. R.'s seventh
14. R. to Q.'s seventh (check)	14. K. to Kt.'s square
15. R. to K. Kt.'s seventh (check)	15. K. to R.'s square
16. R. to K. Kt.'s square, &c., as in (G 1)	

(G 4)

White.	*Black.*
	11. R. to Q. R.'s eighth
12. R. to K. Kt.'s seventh (check)	12. K. to R.'s square
13. R. to K. Kt. second	13. R. to K. B.'s eighth (check), or (G 14)
14. K. to Kt.'s sixth	14. K. to his Kt.'s square (*g*)
15. B. to Q. B.'s fifth	15. R. to K. B.'s fifth
16. R. to K. Kt.'s fifth	16. R. to Q. R.'s fifth (*h*)
17. K. to B.'s sixth (discov. ch.)	17. K. to R.'s second
18. B. to K.'s third	18. R. to Q. B.'s fifth (best)
19. R. to K. Kt.'s seventh (check)	19. K. to R.'s square
20. R. to Q. Kt.'s seventh	20. R. to Q. B.'s third (check), or (G 15)

White.	*Black.*
21. K. to B.'s seventh	21. K. to R.'s second (best)
22. R. to Q.'s seventh	22. R. to Q. B.'s square, or (G 16) (G 17) (G 18)
23. B. to K. Kt.'s fifth	23. R. to Q. Kt.'s square, or (G 19)
24. R. to Q.'s square	24. R. to Q. Kt.'s second (check)
25. B. to K.'s seventh	25. R. to Kt.'s third
26. B. to Q.'s sixth	26. R. to Kt.'s second (check)
27. K. to B.'s sixth	27. R. to Kt.'s third (*i*)
28. R. to K. R.'s square (check)	28. K. to Kt.'s square
29. R. to Kt.'s square (check)	29. K. to R.'s second
30. R. to Kt.'s seventh (check)	30. K. to R.'s square
31. R. to Q.'s seventh	31. R. to Q. Kt.'s seventh, or (G 20)
32. B. to Q. B.'s fifth	32. R. to Q. B.'s seventh (*k*)
33. R. to Q.'s fifth	33. R. to Q. B.'s sixth (best)
34. B. to Q.'s sixth	34. R. to Q. B.'s eighth (best)
35. R. to K. R.'s fifth (check)	35. K. to Kt.'s square
36. B. to K.'s fifth	36. R. to Q. Kt.'s eighth (best)
37. R. to Kt.'s fifth (check)	37. K. to R.'s second
38. R. to Kt.'s seventh (check)	38. K. to R.'s square
39. R. to Q. R.'s seventh	39. R. to Q. Kt.'s third (check
40. K. to B.'s seventh (discov. ch.)	40. K. to R.'s second
41. B. to K. B.'s fourth	

As the pieces are relatively with each other in the same position as in Variation (G 1), it is not necessary to pursue this Variation farther (*l*).

(G 5)

White.	*Black.*
	13. R. to K. B.'s seventh (check)
14. B. to K. B.'s fourth	14. R. to Q. Kt.'s seventh
15. B. to K.'s third	15. R. to Q. Kt.'s sixth
16. R. to K.'s fourth	16. R. to Q. B.'s sixth
17. B. to K. B. fourth	17. R. to Q. B.'s third (check)
18. K. to B.'s seventh	18. R. to Q. Kt.'s third
19. B. to Q. B.'s seventh	19. R. to K. R.'s third
20. R. to K.'s eighth (check)	20. K. to R.'s second
21. B. to K.'s fifth, and wins	

(G 6)

White.	*Black*
	15. R. to Q. Kt.'s eventh
16. R. to Kt.'s seventh (check)	16. K. to R.'s square
17. R. to K. Kt.'s square	17. R. to K. B.'s seventh (*m*), or (G 21)
18. R. to K. Kt.'s fourth, &c., as in (G 5)	

(G 7)

White.	*Black.*
	16. R. to Q. Kt.'s seventh
17. B. to Q.'s fourth	17. R. to Q. B.'s seventh (best)
18. R. to K. Kt.'s seventh (check)	18. K. to R.'s square (best)
19. R. to K. Kt.'s square	19. K. to R.'s second (best)
20. K. to B.'s fifth, and wins	

(G 8)

White.	*Black.*
	17. R. to Q. B.'s square (*a*)
18. R. to R.'s fourth (check)	18. K. to Kt.'s square
19. K. to Kt.'s sixth, and wins	

(G 9)

White.	*Black.*
	22. K. to Kt.'s square
23. B. to Q.'s fourth	23. R. to Q. Kt.'s sixth (best)
24. R. to K. Kt.'s seventh (check)	24. K. to R.'s square
25. R. to Q. R.'s seventh	25. K. to Kt.'s square
26. K. to K.'s sixth, &c., as in Variation (c)	

(G 10)

White.	*Black.*
	23. R. to Q. Kt.'s seventh
24. B. to Q. B.'s fifth	24. R. to Q. B.'s seventh
25. R. to Q.'s fifth	25. R. to Q. B.'s sixth
26. B. to Q.'s sixth	26. R. to Q. B.'s eighth
27. R. to K. R.'s fifth (check)	27. K. to Kt.'s square
28. B. to K.'s fifth	28. R. to Q. Kt.'s eighth
29. R. to K. Kt.'s fifth (check)	29. K. to R.'s second
30. R. to K. Kt.'s seventh (check)	30. K. to R.'s square
31. R. to Q. R.'s seventh	31. R. to Q. Kt.'s third (ch. best)
32. K. to K. B.'s seventh (discov. check)	32. K. to R.'s second
33. B. to K. B.'s fourth. (See the termination of Variation (G 4))	

(G 11)

White.	*Black.*
	14. R. to Q.'s seventh
15. K. to B.'s sixth (discov. ch.)	15. K. to R.'s second
16. R. to K. R.'s square (check)	16. K. to Kt.'s square.
17. B. to K.'s fifth	17. R. to Q.'s second

White.	*Black.*
18. R. to Q. R.'s square	18. R. to K. B.'s second (check)
19. K. to K.'s sixth, and wins, as in a former variation	

(G 12)

White.	*Black.*
	20. R. to Q.'s seventh
21. R. to K. Kt.'s seventh (check)	21. K. to R.'s third
22. R. to Q.'s seventh	22. R. to K.'s seventh
23. B. to K.'s fifth	23. R. to K. B.'s seventh (check)
24. B. to K. B. fourth, (check) and wins	

(G 13)

White.	*Black.*
	21. K. to R.'s third
22. R. to Q.'s seventh	22. R. to Q. B.'s third
23. B. to K.'s third (check), and wins	

(G 14)

White.	*Black.*
	13. K. to R.'s second
14. R. to K. R.'s second (check)	14. K. to Kt.'s square
15. R. to K. B.'s second	15. R. to Q. R.'s third, or (G 22)
16. R. to K. Kt.'s second (check)	16. K. to R.'s second
17. R. to Kt.'s seventh (check)	17. K. to R.'s square
18. R. to Q.'s seventh	18. R. to Q. R.'s eighth
19. B. to Q. B.'s fifth	19. R. to R.'s third (check)
20. K. to B.'s seventh	20. K. to R.'s second
21. B. to K.'s third	21. R. to Q. B.'s third
22. R. to Q. R.'s seventh	22. R. to Q.'s third
23. R. to K.'s seventh	23. R. to Q.'s eighth
24. K. to B.'s sixth (discov. ch.)	24. K. to Kt.'s square
25. B. to Q. B.'s fifth	25. R. to Q.'s seventh
26. R. to K. Kt.'s seventh (check)	26. K. to R.'s square
27. R. to K. Kt.'s fourth	27. K. to R.'s second
28. R. to K. R.'s fourth (check)	28. K. to Kt.'s square
29. B. to Q.'s fourth	29. R. to Q. B.'s seventh
30. B. to K.'s fifth. See the end of Variation (G 4)	30. R. to Q. R.'s seventh

(G 15)

White.	*Black.*
	20. R. to K.'s fifth
21. R. to Q. Kt.'s eighth (check)	21. K. to R.'s second
22. B. to Q. B.'s square	22. R. to K.'s seventh (best)
23. R. to Q. Kt.'s seventh (check)	23. K. to Kt.'s square
24. B. to Q. Kt.'s second	24. R. to Q. B.'s seventh

White.	*Black.*
25. R. to Q. Kt.'s eighth (check). See former variation	25. K. to R.'s second

(G 16)

White.	*Black.*
	22. R. to Q. B.'s fifth
23. K. to B.'s sixth (discov. ch.)	23. K. to Kt.'s square
24. R. to Q.'s eighth (check)	24. K. to R.'s second
25. B. to Q.'s fourth, &c. as in former variations	

(G 17)

White.	*Black.*
	22. R. to Q. B.'s sixth
23. B. to K. B. fourth	23. R. to Q. B.'s seventh (best)
24. K. to B.'s sixth (discov. ch.)	24. K. to Kt.'s square
25. R. to K. Kt. seventh (check)	25. K. to R.'s square
26. R. to K. Kt.'s fourth	26. R. to Q. Kt.'s seventh, or to Q. R.'s seventh
27. B. to K.'s third, &c. as in former variations	

(G 18)

White.	*Black.*
	22. R. to Q. B.'s seventh
23. B. to K. B.'s fourth	23. R. to K. B.'s seventh
24. K. to B.'s sixth (discov. ch.)	24. K. to Kt.'s square
25. R. to K. Kt.'s seventh (check)	25. K. to B.'s square
26. R. to K. Kt.'s fourth	26. R. to K.'s seventh
27. B. to K.'s fifth	27. R. to Q. R.'s seventh
28. K. to his sixth	28. R. to Q. R.'s third (check)
29. B. to Q.'s sixth (ch.) and wins	

(G 19)

White.	*Black.*
	23. R. to Q. R.'s square
24. K. to B.'s sixth (discov. ch.)	24. K. to Kt.'s square
25. K. to Kt.'s sixth	25. K. to B.'s square
26. R. to K. B.'s seventh (check)	26. K. to his square (best)
27. R. to K.'s seventh (check)	27. K. to B.'s square
28. R. to K.'s sixth	28. K. to Kt.'s square
29. B. to K. B.'s fourth, &c. as in former variations	

(G 20)

White.	*Black.*
	31. R. to Q. Kt.'s eighth
32. B. to Q. B.'s fifth	32. R. to Q. Kt.'s sixth
33. B. to Q.'s fourth, &c. as in former variations	

(G 21)

White.	*Black.*
	17. K. to R.'s second
18. B. to K.'s third	18. R. to Q. B.'s seventh
19. B. to Q.'s fourth	19. R. to Q. B.'s third (check)
20. K. to B.'s fifth	20. R. to K. Kt.'s third
21. R. to Q. R.'s square, &c. as in a former variation	

(G 22)

White.	*Black.*
	15. K. to R.'s second
16. K. to B.'s seventh	16. R. to Q. R.'s second (check)
17. B. to K.'s seventh	17. R. to Q. R.'s third
18. R. to K. Kt.'s second	18. R. to Q. Kt.'s third
19. B. to Q. B.'s fifth	19. R. to Q. B.'s third (*o*)
20. B. to K. B.'s eighth	20. R. to B.'s second (check)
21. B. to K.'s seventh	21. R. to Q. B.'s third
22. R. to Kt.'s seventh (check)	22. K. to R.'s third
23. R. to K. Kt.'s square	23. K. to R.'s second
24. B. to K. B.'s sixth	24. R. to B.'s second (check)
25. K. to his sixth	25. R. to Q. Kt.'s second (*p*)
26. B. to K.'s fifth	26. R. to Q. Kt.'s sixth
27. R. to K. Kt.'s seventh (check)	27. K. to R.'s third
28. R. to K. Kt.'s fourth	28. K. to R.'s second
29. K. to B.'s sixth	29. R. to K. B.'s sixth (check)
30. B. to K. B.'s fourth	30. R. to Q. R.'s sixth
31. R. to K. Kt.'s seventh (check)	31. K. to R.'s square
32. R. to Q. Kt.'s seventh	32. R. to Q. R.'s third (check)
33. K. to B.'s seventh	33. K. to R.'s second
34. B. to K.'s third	34. R. to Q. B.'s third
35. R. to Q.'s seventh	35. R. to Q. B.'s square
36. B. to K. Kt.'s fifth, &c. as in former variations	

Notes to Variation (G).

(*a*) *See Variation* (G) *Page* 76 *of the present Volume.*

(*b*) If Black checks, the position is resolved immediately into Philidor's.

(*c*) Should he move the King to Bishop's square, White must check with his Bishop, and then moving his King to King's sixth square he wins easily.

(*d*) If he moves his King, White plays the Bishop to Queen's fourth, having a winning position.

(*e*) In this position, Black's best mode of defending the game is to play his Rook to King's or Queen's seventh square, but if, instead of so playing, he moves the King, White may play as follows:—

White.	*Black.*
	K. to R.'s square
R. to Q. R.'s square	R. to K. Kt.'s seventh (check)
K. to R.'s sixth	K. to Kt.'s square
R. to K. B.'s square, and wins	

(*f*) Any other move will lose the game immediately.

(*g*) Moving elsewhere leads directly to a preceding Variation.

(*h*) If Black play the Rook to King's Bishop's sixth square, White moves his Rook to King's Knight's fourth, and wins, as in the subsequent part of the present Variation.

(*i*) Any other mode of play produces a former Variation.

(*k*) The only move to prevent White resolving the game into a preceding position.

(*l*) It repeatedly happens in this analysis, that the pieces stand in the same relative position with each other as in former Variations, although at different angles of the board; for example, the present situation occurs at the latter part of Variation (G 1), as the student will understand by turning the board so as to have the Kings fronting him.

(*m*) If Black play Rook to Queen's Knight's fifth, or to Queen's Knight's third (checking), it is obvious, that by moving his King to Bishop's fifth, and then Bishop to King's fifth, White gets one of Philidor's positions.

(*n*) Black has several other modes of defence at this point, but as we have recently discovered that the position from which they spring may be easily and advantageously avoided, if White plays as follows from the 17th move of Variation (G), it will be unnecessary to give them.

White.	*Black.*
17. R. to K. Kt. seventh (check)	17. K. to R.'s square
18. R. to K. Kt.'s square	18. R. to Q. B.'s sixth (best)
19. B. to K. B.'s fourth	19. R. to K. B.'s sixth (best)
20. R. to K. Kt.'s fourth	20. R. to Q. Kt.'s sixth (best)
21. B. to K.'s fifth	21. K. to R.'s second
22. R. to K. Kt.'s seventh (check)	22. K. to R.'s square
23. R. to Q. R.'s seventh	23. R. to Q. Kt.'s third (check)
24. K. to K. B.'s seventh (discov. check)	24. K. to R.'s second
25. B. to K. B.'s fourth, and the position is the same as at the termination of Variation (G 4)	

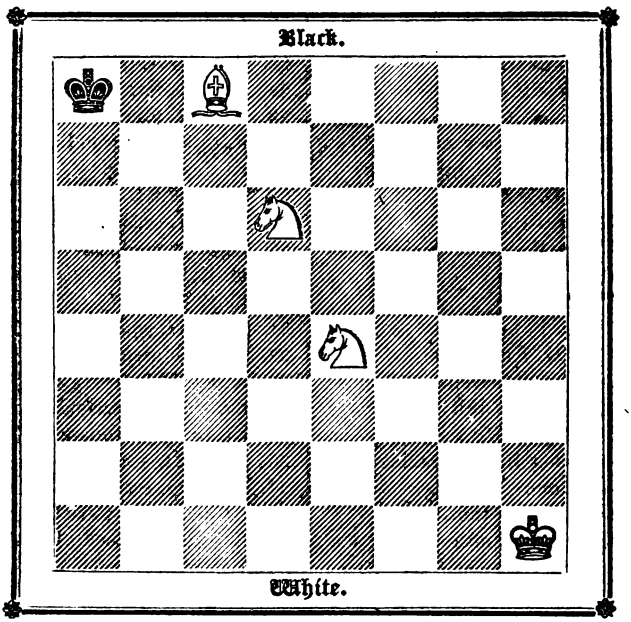
(*o*) Any other move will give a former Variation.

(*p*) If the Rook is played to Queen's Bishop's seventh, White plays the Bishop to Queen's fourth, and wins without difficulty as in a preceding Variation; and if, instead of making either of those moves, Black plays Rook to Queen's Rook's second square, the result, after five or six moves, will be the same as if it were played to Queen's Knight's second square.

PROBLEM, No. 137.

By M. D'ORVILLE.

White to play, and effect mate in seven moves.



GAME CCCCXLVI.

Between Mr. ST——N and Mr. C——E.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. P. two
4. B. takes P.	4. K. Kt. to B. third
5. Q. P. two	5. K. P. takes P.
6. P. takes P.	6. B. checks
7. B. to Q. second	7. B. takes B. (check)
8. Q. takes B.	8. Kt. takes B.
9. P. takes Kt.	9. Q. takes P.
10. K. Kt. to B. third	10. Castles
11. Castles	11. Q. B. to K. Kt. fifth
12. Q. Kt. to B. third	12. Q. to K. R. fourth
13. K. Kt. to K. fifth	13. B. to K. third
14. K. B. P. two	14. K. B. P. one

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
15. K. Kt. to B. third	15. Q. B. P. one
16. Q. R. to K. square	16. Q. to K. B. second
17. Q. R. to K. third	17. Q. Kt. to Q. second
18. K. R. to K. square	18. Q. R. to K. square
19. Q. Kt. to K. fourth	19. B. takes P.
20. Kt. to Q. sixth	20. R. takes R.
21. Kt. takes Q.	21. R. takes R. (check)
22. Q. takes R.	22. B. takes Kt.
23. Q. to her R. fifth	23. B. to Q. fourth
24. Q. to her B. seventh	24. R. to K. B. second
25. Q. to her B. eighth (check)	25. Kt. interposes
26. K. to B. second	26. B. takes Kt.
27. K. takes B.	27. R. to K. second
28. K. Kt. P. one	28. K. to B. second
29. Q. Kt. P. two	29. Q. R. P. one
30. K. R. P. two	30. K. R. P. one
31. K. Kt. P. one	31. K. to Kt. square
32. Q. to Q. Kt. eighth	32. K. to B. second
33. Q. to Q. R. seventh	33. K. Kt. P. two
34. Q. to her B. fifth	34. Kt. to K. R. second
35. K. B. P. one	35. Kt. to K. B. square
36. Q. to her B. fourth (check)	36. K. to Kt. second
37. Q. P. one	37. Kt. to Q. second
38. K. to K. Kt. third	38. Kt. to Q. Kt. third
39. Q. to her B. fifth	39. Kt. takes P.

DRAWN GAME.

GAME CCCCXLVII.

Between Messrs. S——y and F——h.

White. (Mr. F—h.)	*Black.* (Mr. S—y.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to Kt. second
5. Q. B. P. one	5. Q. P. one
6. Q. to her Kt. third	6. Q. to K. second
7. Q. to Kt. fifth (check)	7. Q. Kt. to B. third
8. Q. takes K. Kt. P.	8. Q. takes K. P. (check)
9. B. to K. second	9. K. B. to R. third
10. Q. to R. fifth	10. Q. Kt. to K. fourth
11. Kt. takes Kt.	11. P. takes Kt.
12. Castles	12. K. Kt. to B. third

White. (Mr. F—H.)	*Black.* (Mr. S—Y.)
13. Q. takes B.	13. Q. takes B.
14. Q. takes Kt.	14. R. to K. Kt. square
15. R. to K. B. second	15. Q. to K. eighth (check)
16. R. to B. square	16. Q. to K. fifth
17. R. to B. second	17. B. to K. R. sixth

AND WHITE RESIGNED.

GAME CCCCXLVIII.

Between Mr. B——N and Mr. E. WILLIAMS, of Bristol.

Black. (Mr. B—N.)	*White.* (Mr. E. W—.)
1. K. P. two	1. Q. B. P. two
2. Q. P. two	2. P. takes P.
3. Q. takes P.	3. Q. Kt. to B. third
4. Q. to her square	4. K. P. one
5. Q. B. to K. third	5. K. B. checks
6. Q. B. P. one	6. B. to Q. R. fourth
7. Q. to Kt. third	7. Q. P. two
8. P. takes P.	8. P. takes P.
9. K. Kt. to B. third	9. K. Kt. to B. third
10. K. Kt. to Q. fourth	10. Castles
11. Q. Kt. to Q. second	11. Q. to K. second
12. B. to K. second	12. Q. B. to Kt. fifth
13. K. R. P. one	13. Q. Kt. takes Kt.
14. Q. B. P. takes Kt.	14. K. B. takes Kt. (check)
15. K. takes B.	15. Kt. to K. fifth (check)
16. K. to K. square	16. B. to K. third
17. K. B. to B. third	17. K. B. P. two
18. Q. B. to K. B. fourth	18. Q. R. to Q. B. square
19. K. to K. second	19. Q. R. to Q. B. fifth
20. B. to K. fifth	20. K. R. to Q. B. square
21. K. R. to K. square	21. R. to B. seventh (check)

BLACK RESIGNED IN A FEW MOVES.

GAME CCCCXLIX.

Between the same Players.

White.	*Black.*
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. B. takes P.	4. P. takes P.

White.	*Black.*
5. P. takes P.	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to Q. third
7. K. Kt. to B. third	7. Q. Kt. to B. third
8. K. R. P. one	8. K. R. P. one
9. Q. R. P. one	9. Castles
10. Castles	10. K. R. to K. square
11. Q. to Q. third	11. Q. Kt. to R. fourth
12. K. B. to R. second	12. Q. B. P. two
13. Q. P. one	13. Q. Kt. to B. third
14. Q. Kt. to Kt. fifth	14. Q. Kt. to K. fourth
15. K. Kt. takes Kt.	15. K. B. takes Kt.
16. B. to K. third	16. Q. R. P. one
17. Q. Kt. to B. third	17. B. takes Kt.
18. P. takes B.	18. Kt. to K. fifth
19. K. B. P. one	19. Kt. to K. Kt. sixth
20. K. R. to K. square	20. Q. B. to K. B. fourth
21. Q. to Q. B. fourth	21. Q. to K. B. third
22. B. to K. B. second	22. Q. Kt. P. two
23. Q. takes Q. B. P.	23. Kt. checks
24. K. to R. square	24. Q. R. to Q. B.
25. Q. to Q. Kt. sixth	25. Q. to K. fourth
26. Q. takes Q. R. P.	26. Q. R. takes P.
27. Q. takes Q. Kt. P.	27. B. takes K. R. P.
28. R. takes Kt.	28. B. takes P. (check)
29. K. takes B.	29. Q. takes R.
30. Q. takes Q.	30. R. takes Q.
31. K. to Kt. third	31. R. takes Q. R. P.
32. K. B. to Q. B. fourth	32. R. takes R.
33. B. takes R.	33. K. to B. square
34. Q. B. checks	34. K. to K. square
35. K. B. checks	35. K. to Q. square
36. Q. B. to B. eighth	36. K. R. P. one
37. Q. P. one	37. R. to Q. eighth
38. Q. B. to K. seventh (check)	38. K. to B. square
39. P. one (check)	39. R. takes P.
40. B. takes R. (check)	40. K. takes B.
41. B. to B. eighth	41. K. Kt. P. two
42. B. to B. fifth	42. K. to K. third
43. B. to Q. Kt. sixth	43. K. B. P. two
44. B. to Q. eighth	44. K. B. P. one (check)

DRAWN GAME.

GAME CCCCL.

Between the same Players.

White. (Mr. E. W—.)	*Black.* (Mr. B—N.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. Q. Kt. to B. third
7. K. Kt. to B. third	7. K. B. to Q. third
8. K. R. P. one	8. K. R. P. one
9. Castles	9. Castles
10. Q. R. P. one	10. Q. R. P. one
11. Q. to her third	11. Q. Kt. to R. fourth
12. K. B. to R. second	12. Q. B. P. two
13. Q. P. one	13. Q. Kt P. two
14. Q. B. to K. third	14. Kt. to Q. B. third
15. Q. R. to Q. square	15. Q. B. P. one
16. Q. to Q. B. second	16. Q. Kt. to K. second
17. K. Kt. to Q. fourth	17. Q. Kt. takes Q. P.
18. Kt. takes Kt.	18. Kt. takes Kt.
19. K. B. to Q. Kt. square	19. K. B. P. two
20. Q. to Q. second	20. Kt. takes B.
21. P. takes Kt.	21. K. B. to Q. B. fourth
22. Q. to K. second	22. Q. to K. Kt. fourth
23. Q. to K. B. third	23. Q. R. to his second
24. Q. to her fifth (check)	24. K. to R. square
25. Q. takes B.	25. Q. takes K. P. (check)
26. K. to R. square	26. Q. R. to K. B. second
27. Q. R. to K. square	27. Q. to K. Kt. sixth
28. Kt. to K. second	28. Q. to R. fourth
29. Kt. to K. B. fourth	

AND BLACK RESIGNED.

GAME CCCCLI.

Between the same Players.

White. (Mr. E. W—.)	*Black.* (Mr. B—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. K. P. one	6. Q. P. two

White. (Mr. E. W—.)	*Black.* (Mr. B—N.)
7. K. B. to Kt. fifth	7. K. Kt. to K. fifth
8. P. takes P.	8. B. checks
9. B. to Q. second	9. B. takes B. (check)
10. Q. Kt. takes B.	10. Kt. takes Kt. (check)
11. Q. takes Kt.	11. B. to Q. second
12. B. takes Kt.	12. B. takes B.
13. Castles on K.'s side	13. Castles
14. Q. R. to Q. B. square	14. B. to Q. second
15. K. R. P. one	15. Q. B. P. one
16. Kt. to R. second	16. Q. to K. second
17. K. B. P. two	17. Q. R. to K. square
18. Kt. to B. third	18. B. to K. B. fourth
19. Q. to K. second	19. K. R. P. one
20. K. to R. second	20. B. to K. fifth
21. Kt. to Q. second	21. K. B. P. two
22. Q. to K. B. second	22. K. Kt. P. two
23. Q. R. to B. third	23. K. R. to B. second
24. Q. R. to K. Kt. third	24. R. to K. Kt. second
25. P. takes P.	25. P. takes P.
26. Kt. takes B.	26. K. B. P. takes Kt.
27. Q. to K. B. sixth	27. Q. takes Q.
28. P. takes Q.	28. R. to K. B. second
29. R. takes P. (check)	29. K. to R. second
30. K. R. to B. fourth	30. K. to R. third
31. Q. R. to K. Kt. third	31. K. to R. fourth
32. R. to K. Kt. seventh	32. R. takes R.
33. P. takes R.	33. R. to K. Kt. square
34. R. to B. seventh	34. K. to Kt. third
35. R. takes Q. Kt. P.	35. R. takes P.
36. R. takes R. (check)	36. K. takes R.
37. K. to Kt. third	37. K. to B. third
38. K. to B. fourth	38. Q. R. P. one
39. Q. Kt. P. two	39. K. to Kt. third
40. K. Kt. P. two	40. K. to B. third

AFTER A FEW MORE MOVES, THE GAME WAS DECLARED DRAWN.

GAME CCCCLII.

Between the same Players.

White.	*Black.*
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third

White.	*Black.*
6. Q. Kt. to B. third	6. K. B. to Q. third
7. K. Kt. to B. third	7. K. R. P. one
8. K. R. P. one	8. Castles
9. Castles	9. Q. Kt. to B. third
10. Q. R. P. one	10. Q. Kt. to K. second
11. K. Kt. to R. fourth	11. K. to R. square
12. K. B. P. two	12. Kt. to K. Kt. third
13. Kt. takes Kt. (check)	13. P. takes Kt.
14. Q. to K. B. third	14. Kt. to R. fourth
15. Q. to K. fourth	15. Q. B. to K. B. fourth (*a*)
16. Q. takes Q. Kt. P.	16. K. B. takes P.
17. Kt. to Q. fifth	17. Q. B. to K. fifth
18. B. takes B.	18. Kt. takes B.
19. Kt. takes Kt.	19. Q. takes P. (check)
20. K. to R. square	20. B. takes Q.
21. Kt. takes P. (check)	21. K. to R. second
22. Kt. takes R. (check)	22. R. takes Kt.
23. R. takes R.	23. B. takes P. (check)
24. K. to R. second	24. Q. to Q. third (check)
25. K. takes B.	25. Q. takes R.
26. Q. Kt. P. one	26. Q. to Q. third
27. R. to R. second	27. Q. to K. Kt. third (check)
28. K. to R. second	28. K. R. P. one
29. Q. R. P. one	29. K. R. P. one
30. R. to K. Kt. second	30. Q. to K. B. fourth
31. R. to Kt. fourth	31. K. Kt. P. two
32. R. to Kt. second	32. K. to Kt. second
33. R. to Kt. square	33. K. to Kt. third
34. R. to Kt. fourth	34. K. to B. third
35. R. to Kt.	35. K. to K. fourth
36. R. to K. square (check)	36. K. to Q. fifth
37. R. to Q. square (check)	37. K. to K. sixth
38. R. to K. square (check)	38. K. to Q. seventh
39. R. to Kt. square	39. Q. to K. fourth (check)
40. K. to R. square	40. Q. to Q. B. fourth
41. K. to R. second	41. K. to K. sixth
42. R. to K. square (check)	42. K. to K. B. seventh
43. R. to B. square (check)	

AND THE GAME WAS DECLARED DRAWN.

Note to Game CCCCLII.

(*a*) If Black had played his Knight to King's Knight's sixth, attacking the adverse Queen and Rook, he would have lost at least a piece.

GAME CCCCLIII.

Between the same Players.

White. (Mr. E. W—.)	*Black.* (Mr. B—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. K. B. to Q. Kt. third
8. P. takes P.	8. P. takes P.
9. Q. to her Kt. third	9. Q. to K. second
10. Q. B. to R. third	10. Q. Kt. to R. fourth
11. B. takes Q.	11. Kt. takes Q.
12. P. takes Kt.	12. K. takes B.
13. Kt. takes P.	13. Q. B. to K. third
14. B. takes B.	14. K. takes B.
15. K. Kt. to Q. B. fourth	15. Kt. to B. third
16. Q. Kt. to Q. second	16. Q. R. to Q. square
17. Kt. takes B.	17. Q. R. P. takes B.
18. K. R. to Q. square	18. R. to Q. second
19. K. to B. square	19. K. R. to Q. square
20. K. to K. second	20. Kt. to Kt. fifth
21. K. B. P. one	21. Kt. to K. fourth
22. K. B. P. one	22. Kt. to Q. sixth
23. K. B. P. one (check)	23. K. to his second
24. K. R. to K. B. square	24. Kt. to K. B. fifth (check)
25. R. takes Kt.	25. R. takes Kt. (check)
26. K. to B. square	26. R. to Q. Kt. seventh
27. Q. Kt. P. one	27. K. R. to Q. seventh
28. R. to K. Kt. fourth	28. K. Kt. P. one
29. P. takes P.	29. K. B. P. takes P.
30. K. R. to Kt. third	30. K. R. to B. seventh (check)
31. K. to Kt. square	31. K. R. to K. seventh
32. K. R. P. one	32. K. to Q. third
33. Q. R. to Q. square (check)	33. K. to Q. B. third
34. Q. R. to Q. fourth	34. Q. R. to Kt. eighth (check)
35. K. to R. second	35. Q. R. to K. B. eighth
36. R. to K. Kt. fifth	36. P. to Q. Kt. fourth
37. Q. B. P. one	37. P. takes P.
38. R. takes P. (check)	38. K. to Kt. third
39. K. R. P. one	39. Q. R. to K. eighth
40. K. R. to K. fifth	40. Q. B. P. one
41. Q. R. to Q. fourth	41. Q. R. to Q. Kt. eighth

White. (Mr. E. W—.)	*Black.* (Mr. B—N.)
42. K. to R. third	42. Q. R. to Kt. sixth (check)
43. K. Kt. P. one	43. K. R. P. two
44. R. to Q. sixth	44. Q. R. to Q. Kt. seventh

AND WHITE RESIGNED.

GAME CCCCLIV.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 66th.)

Black. (Mr. M'D.)	*White.* (M. DE LA B.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. B. fourth
6. Castles	6. K. B. to Q. Kt. third
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. Q. P. one
9. K. R. P. one	9. K. R. P. one
10. Q. B. to Kt. second	10. Q. to K. second (*a*)
11. K. P. one	11. P. takes P.
12. Q. B. to Q. R. third	12. Q. to K. B. third
13. K. R. to K. square	13. Q. B. to Q. second
14. P. takes P.	14. Q. to K. B. fourth
15. Q. Kt. to B. third	15. Castles
16. Q. Kt. to Q. fifth	16. Q. B. to K. third
17. K. B. to Q. third	17. R. takes Kt. (*b*)
18. B. takes Q.	18. R. takes Q.
19. B. takes B. (check)	19. P. takes B.
20. Q. R. takes R.	20. K. Kt. to K. second
21. Q. R. to Q. third	21. K. Kt. to Q. fourth
22. K. Kt. P. one	22. K. Kt. P. two
23. K. to Kt. second	23. R. to K. Kt. square
24. K. R. to K. fourth	24. Q. R. P. two
25. Kt. to K. square	25. Q. Kt. to his fifth
26. B. takes Kt.	26. P. takes B.
27. Q. R. P. one	27. P. takes P.
28. R. takes P.	28. K. to Q. second
29. Q. R. to K. B. third	29. Q. B. P. two
30. Q. R. to K. B. seventh (check)	30. K. to Q. B. third
31. Q. R. to K. R. seventh	31. R. to K. Kt. third
32. K. R. P. one	32. P. takes P.
33. K. R. takes P.	33. B. to Q. R. fourth
34. Kt. to K. B. third	34. Kt. to Q. B. second (*c*)

Black. (Mr. M'D.)	*White.* (M. De la B.)
35. Q. R. takes K. R. P.	35. R. to K. Kt. second
36. K. to B. square	36. Q. Kt. P. two
37. K. to his second	37. K. to Q. fourth (*d*)
38. Q. R. to K. R. seventh	38. R. to K. Kt. square (*e*)
39. Q. R. to Q. seventh (check)	39. K. to B. third
40. Q. R. to Q. sixth (check)	40. K. to Q. Kt. second
41. K. R. to his seventh	41. Q. Kt. P. one
42. Kt. to Q. second	42. R. to Q. R. square
43. R. takes K. P.	43. B. to Q. Kt. third
44. Kt. to Q. B. fourth	44. R. to Q. R. seventh (check)
45. K. to Q. third	45. K. B. to Q. R. second
46. Q. R. to K. B. sixth	46. R. to Q. R. eighth
47. K. P. one	47. R. to K. eighth
48. K. P. one	48. Q. Kt. P. one
49. Kt. to Q. R. fifth (check)	49. K. to B. square
50. R. to K. B. eighth (check)	50. Kt. to K. square
51. R. takes Kt. (check)	51. K. to B. second
52. Kt. takes P.	

AND WHITE RESIGNED.

Notes to Game CCCCLIV.

(*a*) King's Knight to Bishop's third, would have been better play.

(*b*) If White had moved his Queen to King's Rook's fourth, Black by playing Queen's Knight to King's Bishop's fourth, would still have gained the exchange.

(*c*) We should have preferred advancing the Queen's Knight's Pawn two squares.

(*d*) Playing on the Queen's Knight's Pawn, appears to us to have been his only chance of redeeming the game.

(*e*) He should have exchanged Rooks, and then pushed forward his Pawns.

GAME CCCCLV.

Between the same Players.—(Game 67th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. B. fourth

White. (M. De la B.)	*Black.* (Mr. M'D.)
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. Q. P. one	9. Kt. to Q. R. fourth
10. K. B. to Q. third	10. K. Kt. to B. third
11. Q. Kt. to B. third	11. Castles
12. K. R. P. one	12. K. R. P. one
13. K. to R. second	13. Q. B. P. two
14. K. Kt. to Q. second	14. Q. B. to Q. second
15. Q. to K. square	15. K. Kt. P. two
16. K. B. P. two	16. P. takes P.
17. K. R. takes P.	17. Q. B. P. one
18. K. B. to Q. B. second	18. K. B. to Q. fifth
19. K. Kt. to B. third	19. B. takes Kt.
20. Q. takes B.	20. Kt. to K. R. fourth
21. K. R. to his fourth	21. K. Kt. to his second
22. Q. B. takes P.	22. K. B. P. one
23. Q. B. takes Kt.	23. K. takes B.
24. K. P. one	24. K. B. P. takes P.
25. K. R. to his seventh (check)	25. K. to Kt. square
26. K. Kt. takes K. P.	26. Q. B. to K. B. fourth
27. Kt. to K. B. seventh	27. B. takes R.
28. Kt. CHECKMATES.	

PROBLEMS FOR YOUNG PLAYERS.

By Mr. S. A——s.

No. 127.

White.	*Black.*
K. at K. R.'s fifth	K. at his R.'s square
B. at K. R.'s second	P. at K. R.'s fifth
Kt. at K. B.'s sixth	

White to play, and mate in five moves.

No. 128.

White.	*Black.*
K. at his R.'s second	K. at his R.'s square
Q. at her sixth	Q. at K. B.'s eighth
Kt. at K. B.'s fifth	B. at K.'s fifth
Kt. at K.'s fifth	Pawns at K. R.'s second, and K. Kt.'s second
Pawns at K. R.'s fifth, K. Kt.'s fifth, and K.'s sixth	

White, playing first, to mate with his King's Knight's Pawn in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 125.

White.	*Black.*
1. B. to K.'s third (check)	1. K. to R.'s fourth
2. R. to Q.'s fifth (check)	2. K. takes Kt.
3. K. Kt. P. one (CHECKMATE).	

No. 126.

White.	*Black.*
1. K. to Kt.'s sixth	1. P. one
2. B. to Q.'s sixth	2. P. one
3. B. to K. B.'s eighth	3. P. one
4. B. to K. Kt.'s seventh (CHECKMATE).	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 135.

White.	*Black.*
1. Kt. takes P. (check)	1. K. to his second
2. Q. takes Q. P. (check)	2. K. to his square
3. Q. to K.'s sixth (check)	3. K. to Q.'s square
4. R. to K. B.'s eighth (check)	4. K. to Q. B.'s second
5. Q. to K.'s seventh (check)	5. B. to Q.'s second
6. Q. to her sixth (check)	6. K. to Q. Kt.'s second
7. Q. to her B.'s seventh (check)	7. K. takes Q.
8. B. to K. R.'s second (check)	8. K. to Q. Kt.'s second
9. R. to Q. Kt.'s eighth (check)	9. K. to Q. R.'s second
10. P. takes P. (check)	10. B. takes P.
11. Kt. to Q. B.'s sixth (check)	11. B. takes Kt. (CHECKMATE).

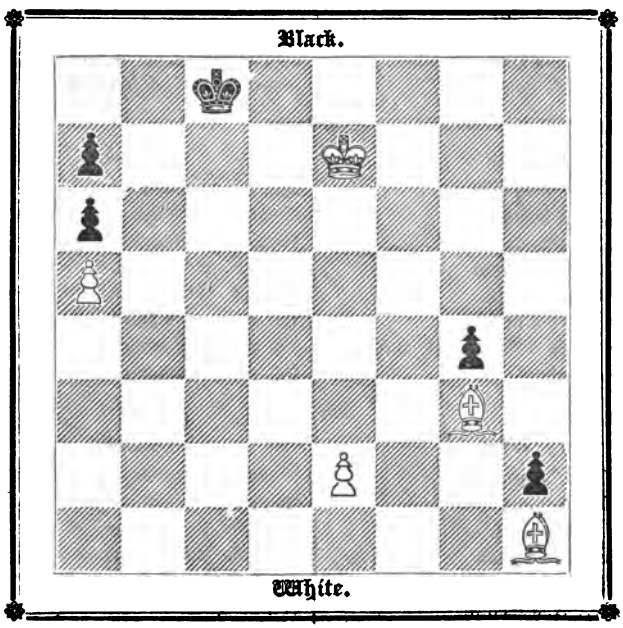
No. 136.

White.	*Black.*
1. Kt. to K.'s eighth (check)	1. K. to Q. Kt.'s square
2. R. takes K. R. P. (discov. check)	2. K. to R.'s square
3. Kt. to Q. B.'s seventh (check)	3. K. to Kt.'s square
4. Kt. takes R. (discov. check)	4. K. to R.'s square
5. Kt. to B.'s seventh (check)	5. K. to Kt.'s square
6. Kt. takes Q. P. (discov. check)	6. K. to R.'s square
7. Kt. to Q. Kt.'s sixth (check)	7. K. to R.'s second
8. Kt. takes B. (double check)	8. K. to R.'s square
9. R. to Q. R.'s sixth (check)	9. P. takes R.
10. B. takes K. P. (check)	10. Q. takes B. (CHECKMATE).

PROBLEM, No. 138.

By Mr. M'G——.

White to move, and mate in four moves.



CHESS PROBLEMS.

By M. D'Orville, of Antwerp.

In the following eleven Problems, White, playing first, is to checkmate in five moves.

No. 126.

White.	*Black.*
K. at Q. R.'s square	K. at his R.'s fourth
B. at Q. B.'s sixth	Q. at her Kt.'s fifth
B. at K. B.'s eighth	R. at Q. Kt.'s square
Kt. at K. Kt.'s fourth	B. at K. B.'s fourth
Kt. at K. R.'s second	Kt. at Q.'s third
Pawns at K.'s sixth, K.'s fourth, and K. Kt.'s third	Pawn at K. Kt.'s third

No. 127.

White.	*Black.*
K. at Q. B.'s second	K. at Q.'s fifth
R. at Q. R.'s square	Q. at her R.'s fourth
R. at K.'s fifth	R. at Q. R.'s fifth
B. at K. Kt.'s eighth	R. at Q. Kt.'s square
B. at K. R.'s eighth	Kt. at K. Kt.'s third
Kt. at K. B.'s sixth	Pawns at Q. B.'s fourth, Q.'s fourth, and K.'s sixth
Pawn at K.'s second	

No. 130.

White.	*Black.*
K. at Q. R.'s square	K. at his square
Q. at her R.'s third	Q. at her seventh
R. at Q.'s seventh	R. at Q. R.'s second
R. at K. B.'s second	R. at K. R.'s seventh
Kt. at Q. B.'s fifth	B. at K. Kt.'s sixth
Kt. at K. B.'s fifth	Kt. at Q. B.'s third
Pawns at Q. R.'s second, and K. Kt.'s sixth	Kt. at K.'s third
	Pawn at Q.'s fifth

No. 134.

White.	*Black.*
K. at Q. R.'s square	K. at Q.'s fourth
Q. at K.'s seventh	Q. at K. Kt.'s third
R. at Q. R.'s sixth	R. at Q. R.'s square
R. at Q. B.'s eighth	R. at Q. B.'s eighth
B. at Q. Kt.'s square	B. at Q.'s second
Kt. at Q. B.'s second	Kt. at Q. B.'s third
Pawn at Q.'s third	Pawn at Q.'s fifth

No. 137.

White.	*Black.*
K. at his R.'s square	K. at his fifth
Kt. at Q.'s square	Pawns at K.'s third, and K. B.'s second
Kt. at K.'s fifth	
Pawns at Q.'s fourth, K.'s third, K. B.'s sixth, and K. Kt.'s fourth	

No. 139.

White.	*Black.*
K. at Q.'s second	K. at Q.'s fifth
B. at K. Kt.'s third	Pawns at Q. B.'s fifth, and Q.'s second
Kt. at Q. B.'s third	
Kt. at K. B.'s fourth	
Pawn at K. B.'s second	

No. 140.

White.	*Black.*
K. at Q. R.'s fifth	K. at Q. B.'s fourth
B. at Q. R.'s sixth	Pawns at Q. B.'s third, and Q.'s fourth
B. at K. B.'s fourth	
Kt. at Q.'s square	
Pawn at Q.'s third	

No. 142.

White.	*Black.*
K. at Q. R.'s square	K. at his fourth
B. at Q.'s third	Pawns at Q.'s fifth, K.'s third, and K. B.'s fifth
B. at K. Kt.'s fifth	
Kt. at K. B.'s sixth	
Pawns at Q.'s second, K.'s fourth, and K. B.'s second	

No. 143.

White.	*Black.*
K. at Q. Kt.'s fifth	K. at Q. Kt.'s second
R. at Q. R.'s eighth	Pawns at Q. R.'s second, and Q. Kt.'s third
Kt. at Q. Kt.'s fourth	

No. 146.

White.	*Black.*
K. at Q. Kt.'s square	K. at Q. R.'s fifth
B. at Q. R.'s fifth	Pawn at Q. R.'s second
Kt. at Q. R.'s third	
Kt. at Q. R.'s sixth	
Pawn at Q. Kt.'s fourth	

No. 149.

White.	*Black.*
K. at Q.'s fifth	K. at Q. R.'s sixth
B. at Q. Kt.'s sixth	Pawns at Q. R.'s fifth, Q. R.'s third, and Q. Kt.'s sixth
Kt. at Q. R.'s fifth	
Kt. at Q. Kt.'s fourth	

MATCH NOW PLAYING BY CORRESPONDENCE,

BETWEEN THE CHESS CLUBS OF MUNICH AND AUGSBOURG.

(Game 1st.)

White. (MUNICH.)	*Black.* (AUGSBOURG.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. Q. P. one
5. K. R. P. two	5. K. Kt. P. one
6. K. Kt. to his fifth	6. K. Kt. to R. third
7. Q. P. two	7. K. B. to K. Kt. second
8. Q. B. takes P.	8. Q. Kt. to B. third
9. Q. B. to K. third	9. Q. Kt. to K. second
10. Q. Kt. to B. third	10. Q. B. P. one
11. Q. P. one	11. P. takes P.
12. Q. B. to Q. fourth	12. K. B. to K. fourth
13. B. takes K. B. (*a*)	

(Game 2nd.)

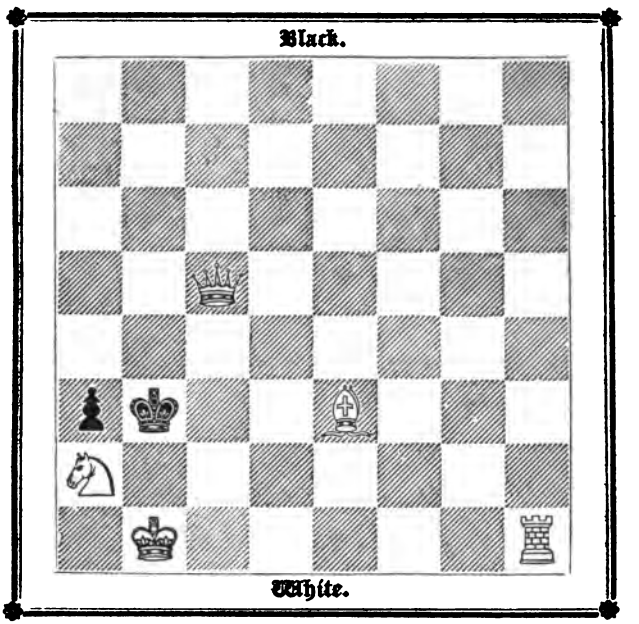
White. (AUGSBOURG.)	*Black.* (MUNICH.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. second
4. K. Kt. to B. third	4. B. takes K. B. P. (check)
5. K. takes B.	5. Q. to her B. fourth (check)
6. Q. P. two	6. Q. takes B.
7. Kt. takes K. P.	7. Q. to K. third
8. R. to K. square	8. K. Kt. to B. third
9. Q. Kt. to Q. second	9. Q. P. one
10. K. Kt. to B. third	10. Q. Kt. to Q. second
11. K. Kt. to his fifth	11. Q. to K. second
12. Q. Kt. to K. B. third	12. Castles (*a*)

(*a*) The remaining moves will be given when the games are concluded.

PROBLEM, No. 139.

By Mr. T. P. M——.

This situation occurred in play. White, Mr. T. P. M., having to move, undertook to compel his opponent to checkmate him with the Pawn in seven moves.



GAME CCCCLVI.

Between Mr. C——E and Mr. ST——N.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. B. to Q. Kt. third
5. Q. P. two	5. Q. to K. second
6. Q. P. one	6. Q. Kt. to his square
7. Q. R. P. two	7. Q. R. P. two
8. Q. Kt. to R. third	8. Q. P. one
9. Q. Kt. P. two	9. K. Kt. to B. third
10. Q. to her third	10. Castles
11. Q. Kt. to Q. B. second	11. Q. B. P. one
12. Q. B. to K. Kt. fifth	12. Q. B. to K. Kt. fifth

Black. (Mr. M'D.)	*White.* (M. De la B.)
35. Q. R. takes K. R. P.	35. R. to K. Kt. second
36. K. to B. square	36. Q. Kt. P. two
37. K. to his second	37. K. to Q. fourth (*d*)
38. Q. R. to K. R. seventh	38. R. to K. Kt. square (*e*)
39. Q. R. to Q. seventh (check)	39. K. to B. third
40. Q. R. to Q. sixth (check)	40. K. to Q. Kt. second
41. K. R. to his seventh	41. Q. Kt. P. one
42. Kt. to Q. second	42. R. to Q. R. square
43. R. takes K. P.	43. B. to Q. Kt. third
44. Kt. to Q. B. fourth	44. R. to Q. R. seventh (check)
45. K. to Q. third	45. K. B. to Q. R. second
46. Q. R. to K. B. sixth	46. R. to Q. R. eighth
47. K. P. one	47. R. to K. eighth
48. K. P. one	48. Q. Kt. P. one
49. Kt. to Q. R. fifth (check)	49. K. to B. square
50. R. to K. B. eighth (check)	50. Kt. to K. square
51. R. takes Kt. (check)	51. K. to B. second
52. Kt. takes P.	

AND WHITE RESIGNED.

Notes to Game CCCCLIV.

(*a*) King's Knight to Bishop's third, would have been better play.

(*b*) If White had moved his Queen to King's Rook's fourth, Black by playing Queen's Knight to King's Bishop's fourth, would still have gained the exchange.

(*c*) We should have preferred advancing the Queen's Knight's Pawn two squares.

(*d*) Playing on the Queen's Knight's Pawn, appears to us to have been his only chance of redeeming the game.

(*e*) He should have exchanged Rooks, and then pushed forward his Pawns.

GAME CCCCLV.

Between the same Players.—(Game 67th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. B. fourth

White. (M. De la B.)	*Black.* (Mr. M'D.)
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. Q. P. one	9. Kt. to Q. R. fourth
10. K. B. to Q. third	10. K. Kt. to B. third
11. Q. Kt. to B. third	11. Castles
12. K. R. P. one	12. K. R. P. one
13. K. to R. second	13. Q. B. P. two
14. K. Kt. to Q. second	14. Q. B. to Q. second
15. Q. to K. square	15. K. Kt. P. two
16. K. B. P. two	16. P. takes P.
17. K. R. takes P.	17. Q. B. P. one
18. K. B. to Q. B. second	18. K. B. to Q. fifth
19. K. Kt. to B. third	19. B. takes Kt.
20. Q. takes B.	20. Kt. to K. R. fourth
21. K. R. to his fourth	21. K. Kt. to his second
22. Q. B. takes P.	22. K. B. P. one
23. Q. B. takes Kt.	23. K. takes B.
24. K. P. one	24. K. B. P. takes P.
25. K. R. to his seventh (check)	25. K. to Kt. square
26. K. Kt. takes K. P.	26. Q. B. to K. B. fourth
27. Kt. to K. B. seventh	27. B. takes R.
28. Kt. CHECKMATES.	

PROBLEMS FOR YOUNG PLAYERS.

By Mr. S. A——s.

No. 127.

White.	*Black.*
K. at K. R.'s fifth	K. at his R.'s square
B. at K. R.'s second	P. at K. R.'s fifth
Kt. at K. B.'s sixth	

White to play, and mate in five moves.

No. 128.

White.	*Black.*
K. at his R.'s second	K. at his R.'s square
Q. at her sixth	Q. at K. B.'s eighth
Kt. at K. B.'s fifth	B. at K.'s fifth
Kt. at K.'s fifth	Pawns at K. R.'s second, and K. Kt.'s second
Pawns at K. R.'s fifth, K. Kt.'s fifth, and K.'s sixth	

White, playing first, to mate with his King's Knight's Pawn in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 125.

White.	*Black.*
1. B. to K.'s third (check)	1. K. to R.'s fourth
2. R. to Q.'s fifth (check)	2. K. takes Kt.
3. K. Kt. P. one (CHECKMATE).	

No. 126.

White.	*Black.*
1. K. to Kt.'s sixth	1. P. one
2. B. to Q.'s sixth	2. P. one
3. B. to K. B.'s eighth	3. P. one
4. B. to K. Kt.'s seventh (CHECKMATE).	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 135.

White.	*Black.*
1. Kt. takes P. (check)	1. K. to his second
2. Q. takes Q. P. (check)	2. K. to his square
3. Q. to K.'s sixth (check)	3. K. to Q.'s square
4. R. to K. B.'s eighth (check)	4. K. to Q. B.'s second
5. Q. to K.'s seventh (check)	5. B. to Q.'s second
6. Q. to her sixth (check)	6. K. to Q. Kt.'s second
7. Q. to her B.'s seventh (check)	7. K. takes Q.
8. B. to K. R.'s second (check)	8. K. to Q. Kt.'s second
9. R. to Q. Kt.'s eighth (check)	9. K. to Q. R.'s second
10. P. takes P. (check)	10. B. takes P.
11. Kt. to Q. B.'s sixth (check)	11. B. takes Kt. (CHECKMATE).

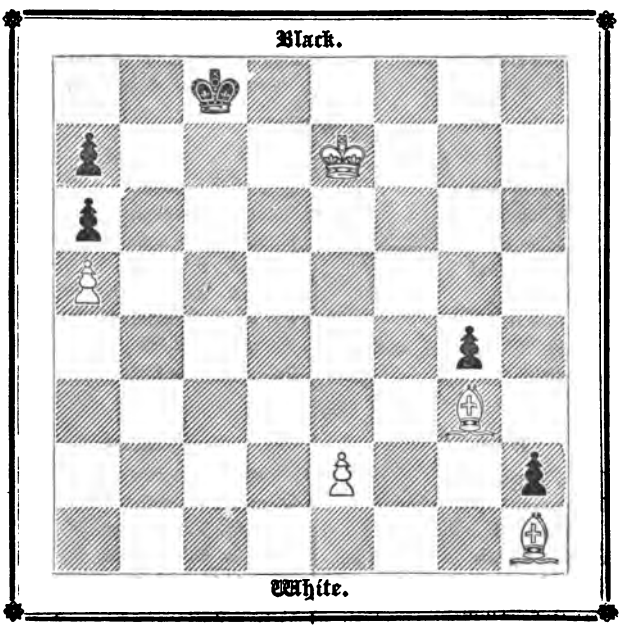
No. 136.

White.	*Black.*
1. Kt. to K.'s eighth (check)	1. K. to Q. Kt.'s square
2. R. takes K. R. P. (discov. check)	2. K. to R.'s square
3. Kt. to Q. B.'s seventh (check)	3. K. to Kt.'s square
4. Kt. takes R. (discov. check)	4. K. to R.'s square
5. Kt. to B.'s seventh (check)	5. K. to Kt.'s square
6. Kt. takes Q. P. (discov. check)	6. K. to R.'s square
7. Kt. to Q. Kt.'s sixth (check)	7. K. to R.'s second
8. Kt. takes B. (double check)	8. K. to R.'s square
9. R. to Q. R.'s sixth (check)	9. P. takes R.
10. B. takes K. P. (check)	10. Q. takes B. (CHECKMATE).

PROBLEM, No. 138.

By Mr. M'G——.

White to move, and mate in four moves.



CHESS PROBLEMS.

By M. D'ORVILLE, OF ANTWERP.

In the following eleven Problems, White, playing first, is to checkmate in five moves.

No. 126.

White.	*Black.*
K. at Q. R.'s square	K. at his R.'s fourth
B. at Q. B.'s sixth	Q. at her Kt.'s fifth
B. at K. B.'s eighth	R. at Q. Kt.'s square
Kt. at K. Kt.'s fourth	B. at K. B.'s fourth
Kt. at K. R.'s second	Kt. at Q.'s third
Pawns at K.'s sixth, K.'s fourth, and K. Kt.'s third	Pawn at K. Kt.'s third

No. 127.

White.	*Black.*
K. at Q. B.'s second	K. at Q.'s fifth
R. at Q. R.'s square	Q. at her R.'s fourth
R. at K.'s fifth	R. at Q. R.'s fifth
B. at K. Kt.'s eighth	R. at Q. Kt.'s square
B. at K. R.'s eighth	Kt. at K. Kt.'s third
Kt. at K. B.'s sixth	Pawns at Q. B.'s fourth, Q.'s fourth, and K.'s sixth
Pawn at K.'s second	

No. 130.

White.	*Black.*
K. at Q. R.'s square	K. at his square
Q. at her R.'s third	Q. at her seventh
R. at Q.'s seventh	R. at Q. R.'s second
R. at K. B.'s second	R. at K. R.'s seventh
Kt. at Q. B.'s fifth	B. at K. Kt.'s sixth
Kt. at K. B.'s fifth	Kt. at Q. B.'s third
Pawns at Q. R.'s second, and K. Kt.'s sixth	Kt. at K.'s third
	Pawn at Q.'s fifth

No. 134.

White.	*Black.*
K. at Q. R.'s square	K. at Q.'s fourth
Q. at K.'s seventh	Q. at K. Kt.'s third
R. at Q. R.'s sixth	R. at Q. R.'s square
R. at Q. B.'s eighth	R. at Q. B.'s eighth
B. at Q. Kt.'s square	B. at Q.'s second
Kt. at Q. B.'s second	Kt. at Q. B.'s third
Pawn at Q.'s third	Pawn at Q.'s fifth

No. 137.

White.	*Black.*
K. at his R.'s square	K. at his fifth
Kt. at Q.'s square	Pawns at K.'s third, and K. B.'s second
Kt. at K.'s fifth	
Pawns at Q.'s fourth, K.'s third, K. B.'s sixth, and K. Kt.'s fourth	

No. 139.

White.	*Black.*
K. at Q.'s second	K. at Q.'s fifth
B. at K. Kt.'s third	Pawns at Q. B.'s fifth, and Q.'s second
Kt. at Q. B.'s third	
Kt. at K. B.'s fourth	
Pawn at K. B.'s second	

No. 140.

White.	*Black.*
K. at Q. R.'s fifth	K. at Q. B.'s fourth
B. at Q. R.'s sixth	Pawns at Q. B.'s third, and Q.'s fourth
B. at K. B.'s fourth	
Kt. at Q.'s square	
Pawn at Q.'s third	

No. 142.

White.	*Black.*
K. at Q. R.'s square	K. at his fourth
B. at Q.'s third	Pawns at Q.'s fifth, K.'s third, and K. B.'s fifth
B. at K. Kt.'s fifth	
Kt. at K. B.'s sixth	
Pawns at Q.'s second, K.'s fourth, and K. B.'s second	

No. 143.

White.	*Black.*
K. at Q. Kt.'s fifth	K. at Q. Kt.'s second
R. at Q. R.'s eighth	Pawns at Q. R.'s second, and Q. Kt.'s third
Kt. at Q. Kt.'s fourth	

No. 146.

White.	*Black.*
K. at Q. Kt.'s square	K. at Q. R.'s fifth
B. at Q. R.'s fifth	Pawn at Q. R.'s second
Kt. at Q. R.'s third	
Kt. at Q. R.'s sixth	
Pawn at Q. Kt.'s fourth	

White. (Mr. B—.)	*Black.* (Mr. T. P. M—.)
26. Kt. checks	26. K. to B. square
27. K. Kt. to Q. B. third	27. K. R. P. one
28. K. to Kt. square	28. K. R. to R. fourth
29. Q. to K. B. second	29. R. P. takes P.
30. B. takes P.	30. K. Kt. to R. third
31. Q. Kt. P. one	31. R. takes R.
32. Q. takes R.	32. K. to Kt. second
33. Q. to Q. Kt. second	33. K. Kt. to B. fourth
34. Kt. from Q. sixth to K. fourth	34. R. to K. square
35. Q. to K. B. second	35. Kt. takes B.
36. Kt. takes Kt.	36. Q. B. to K. B. sixth
37. R. to K. square	37. Q. Kt. P. one
38. Q. to Q. Kt. second	38. K. B. checks
39. K. to B. square	39. Q. checks
40. Kt. interposes from Q. B. third	

BLACK MATES IN FOUR MOVES.

GAME CCCCLXIII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 68th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. K. P. one
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. K. B. P. one
6. K. B. to Q. third	6. K. Kt. to R. third
7. K. B. to Q. B. second	7. Q. B. to Q. second
8. Castles	8. Q. to her Kt. third
9. Q. P. two	9. Castles
10. K. to R. square	10. K. Kt. to his fifth
11. Q. R. P. one	11. K. to Kt. square
12. Q. Kt. P. two	12. P. takes Q. P.
13. Q. B. P. takes P.	13. K. B. to K. second
14. Q. Kt. to B. third	14. Q. R. to K. B. square
15. Q. Kt. to Q. R. fourth	15. Q. to her B. second
16. Kt. to Q. B. fifth	16. B. takes Kt.
17. Q. Kt. P. takes B.	17. K. Kt. P. two
18. K. R. P. one	18. K. R. P. two (*a*)
19. K. to Kt. square	19. P. takes K. B. P.
20. P. takes Kt.	20. K. R. P. takes P.
21. Kt. to K. square	21. P. takes K. P.

Black. (Mr. M'D.)	*White.* (M. De la B.)
22. Q. B. to Q. Kt. second	22. K. Kt. P. one
23. Q. P. takes P.	23. Kt. takes P.
24. Kt. to K. B. third	24. Kt. takes Kt. (check)
25. R. takes Kt.	25. R. to K. R. fifth
26. Q. to her second	26. Q. takes P. (check) (*b*)
27. B. to Q. fourth	27. Q. to K. second (*c*)
28. Q. to her R. fifth	28. Q. R. P. one
29. Q. R. to Q. Kt. square	29. B. to Q. Kt. fourth
30. R. takes B.	30. Q. R. to K. R. square
31. B. takes Q. R.	31. R. to K. R. eighth (check)
32. K. takes R.	32. Q. to K. R. fifth (check)
33. K. to Kt. square	33. Q. to K. R. seventh (check)
34. K. to B. square	34. Q. to R. eighth (check)
35. K. to his second	35. Q. takes P. (check)
36. K. to his square	36. Q. to K. R. eighth (check)
37. K. to Q. second	37. Q. takes Q. B.
38. Q. takes Q. R. P.	38. Q. to K. R. seventh (check)
39. K. to Q. B. square	

AND WHITE ABANDONED THE GAME.

Notes to Game CCCCLXIII.

(*a*) Well played.

(*b*) It would have been better play, we believe, to have advanced the King's Pawn at this point.

(*c*) On looking superficially at this position, it appears that White might have forced the game in a few moves, by playing his Queen's Rook to King's Rook's square ; the following variation, however, shows that he would have lost by so doing.

Black.	*White.*
	Q. R. to K. R. square
Q. takes K. B. P. (check)	R. takes Q. (apparently his best move).
B. takes Q.	

And notwithstanding White's advantage in Pawns, Black has the better game.

GAME CCCCLXIV.

Between the same Players.—(Game 69th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth

White. (M. De la B.)	*Black.* (Mr. M'D.)
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. P. one	9. Kt. to Q. R. fourth
10. K. B. to Q. third	10. K. Kt. to B. third
11. K. R. P. one	11. K. R. P. one
12. Q. Kt. to B. third	12. Castles
13. K. to R. square	13. Kt. to K. R. second
14. Q. to Q. B. second	14. K. B. P. two
15. P. takes P.	15. Q. B. P. two
16. K. Kt. P. two	16. Q. R. P. one
17. Q. B. to K. B. fourth	17. B. to Q. B. second
18. Q. R. P. two	18. Q. B. P. one
19. B. to K. fourth	19. Q. Kt. to Kt. sixth
20. Q. R. to K. square	20. Q. Kt. to Q. B. fourth
21. Kt. to Q. fourth	21. Kt. takes B.
22. K. to Kt. second (*a*)	22. Q. Kt. to K. Kt. fourth
23. B. takes Kt.	23. Q. takes B.
24. K. B. P. two	24. Q. to K. R. fifth
25. Kt. to K. sixth	25. B. takes Kt.
26. Q. P. takes B.	26. K. R. P. one
27. Q. to K. second	27. P. takes P.
28. K. R. P. takes P.	28. Q. Kt. P. two
29. Kt. to Q. fifth	29. K. R. to Q. B. square
30. K. P. one	30. K. to B. second
31. K. R. to his square	

AND BLACK RESIGNED.

Note to Game CCCCLXIV.

(*a*) We cannot understand why De la Bourdonnais omitted to capture the Knight, when by taking it he would in no degree have retarded his victory, but have made "assurance doubly sure."

PROBLEMS FOR YOUNG PLAYERS.

By Mr. R. A. B., of Leeds.

No. 129.

White.	*Black.*
K. at Q. Kt.'s square	K. at Q. Kt.'s second
Q. at her B.'s fourth	B. at K.'s second

White.	*Black.*
R. at Q.'s eighth	Pawns at Q. B.'s second, Q. Kt.'s
Pawn at Q.'s seventh	third, and Q. R.'s second

White to play, and mate in three moves.

No. 130.

White.	*Black.*
K. at his Kt.'s second	K. at his Kt.'s fifth
B. at K. Kt.'s fifth	Pawn at K. Kt.'s third
Kt. at K. Kt.'s third	
Pawn at K. B.'s second	

White to play, and mate in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 127.

Two copies of this Problem were sent us, and it appeared, we find, before, at page 278. For a Solution of it in four moves, see page 300, of the present Volume.

No. 128.

White.	*Black.*
1. Q. Kt. to K. B.'s seventh (ch.)	1. K. to his Kt.'s square
2. K. Kt. to R.'s sixth (check)	2. P. takes Kt.
3. Q. to her eighth (check)	3. K. to Kt.'s second
4. P. takes P. (CHECKMATE)	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 187.—E.*

White.	*Black.*
K. at his B.'s square	K. at his B.'s square
Q. at her fourth	R. at K. Kt.'s sixth

* See page 366 of the Second Volume.

White.	*Black.*
R. at K. R.'s seventh	R. at Q. B.'s second
R. at Q. R.'s third	B. at Q. Kt.'s square
B. at Q.'s second	Kt. at K.'s second
Kt. at K. B.'s third	Pawns at K. R.'s fourth, and Q. Kt.'s third
Kt. at K. B.'s fifth	
Pawns at K. R.'s third, K. B.'s seventh, K.'s sixth, and Q. Kt.'s second	

White, playing first, to mate with a Pawn in seven moves, or compel Black to mate with a Pawn in nine moves.

No. 188.—E.

White.	*Black.*
K. at Q. Kt.'s sixth	K. at Q. R.'s square
Q. at K.'s square	Q. at K. R.'s second
R. at K. B.'s seventh	R. at K. Kt.'s second
R. at Q.'s seventh	R. at Q.'s eighth
B. at K. R.'s second	Pawns at K.'s fifth, Q.'s fourth, and Q. B.'s seventh
B. at Q. R.'s second	
Pawns at K. Kt.'s fifth, Q. B.'s fifth, and Q. R.'s sixth	

White to play, and mate with a Pawn in eight moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 137.

White.	*Black.*
1. Kt. to Q. Kt.'s fifth	1. K. to Kt.'s square
2. B. to Q. R.'s sixth	2. K. to R.'s square
3. Kt. to K. B.'s sixth	3. K. to Kt.'s square
4. Kt. to Q.'s seventh (check)	4. K. to R.'s square
5. Kt. to K.'s fifth	5. K. to Kt.'s square
6. Kt. to Q. B.'s sixth (check)	6. K. to R.'s square
7. Kt. to Q. B.'s seventh (CHECKMATE).	

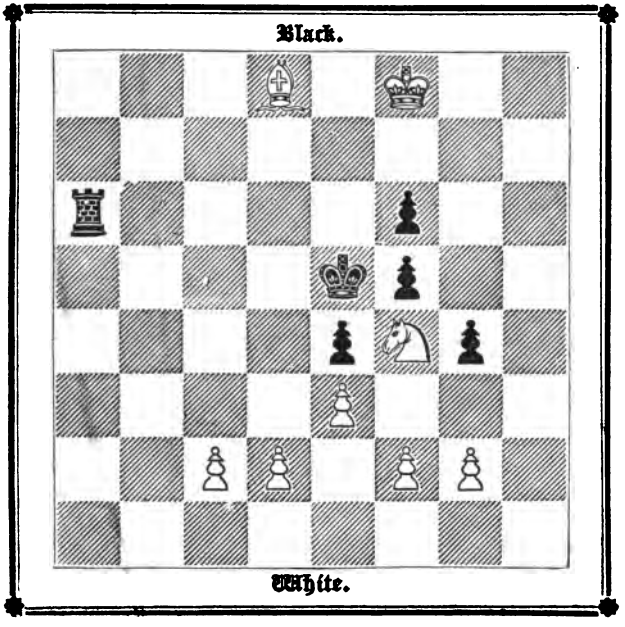
No. 138.

White.	*Black.*
1. K. P. two	1. K. to Q. Kt.'s second
2. K. to Q.'s seventh	2. K. to Q. R.'s square
3. K. P. one (discov. check)	3. K. to Q. Kt.'s square
4. K. P. one (discov. CHECK-MATE).	

PROBLEM, No. 140.

By Mr. C. F——H, of Carlow.

White to play, and mate with the King's Bishop's Pawn in six moves.



UNE REVANCHE DE WATERLOO.

Et circa regem atque ipsa ad prætoria densæ
Miscentur.—VIRGILE, *Georg.*, liv. IV.

Vous qui croyez encor qu'une paix éternelle
Tient deux peuples rivaux à l'ombre de son aile,
Politiques profonds, mais ne voyez-vous pas
Qu'une guerre de feu s'embrase sous vos pas?
Les remparts de Calais fument; le canon tonne;
Vingt cartels sont jetés à la race bretonne;
La France, croyez moi, n'est pas à son déclin;
Les jours du prince Noir, les jours de Duguesclin
Réjouissent encor la côte maritime,
Et le sol des combats attend une victime.
Sur l'échiquier royal, Fontenoy, tu renais
Aux mains de Mac-Donnel et de Labourdonnais;
Deux héros; l'un de France, et fils de ces Falaises
Qui ne tremblèrent pas sous les bombes anglaises,
Quand Saint-James lançait, par le courant de l'eau,
Sa machine infernale au front de Saint-Malo.
L'autre, général jeune, ingénieur précoce,
Descend, comme Rob-Roi, des montagnes d'Ecosse;
Et Londre, en le voyant, cria dans la Cité
Que le grec Palamède était ressuscité.
O boulevart Montmartre! ô Véron! ô Vivienne!
Amateurs de Berlin, d'Amsterdam et de Vienne,
Accourez aujourd'hui de vos divers climats
Au noble club ouvert sur les Panoramas;
C'est pour vous que je chante une bataille immense,
Qui sur les camps rivaux avec le jour commence,
Et d'échecs en échecs, vers la nuit finissant,
Ne laisse pas sur terre une goutte de sang.

Le champ clos a croisé soixante-quatre cases;
Aux deux extrémités, les tours posent leurs bases,
Ces formidables tours, ces tours qu'un doigt savant
Comme aux siéges romains fait rouler en avant:
Sur des chevaux sans mors des cavaliers fidèles,
Lestes et menaçants, se placent auprès d'elles;
A franchir deux carrés ils bornent leurs élans,
Et tombent, de côté, sur les noirs ou les blancs.
Ces pièces vont ainsi; l'amitié les a jointes
Aux fous, sages guerriers qui partout font des pointes.

Puis la dame se place et garde sa couleur ;
Nul combattant du jeu ne l'égale en valeur :
Elle vole d'un bond de l'une à l'autre zone ;
C'est Camille au pied leste, invincible amazone ;
Elle veille, et défend les pièces d'alentour,
Par la force du fou, réunie à la tour.
Près d'elle le roi siége : hélas ! il garde un trône
Que mine le complot, que l'astuce environne ;
Ce monarque, toujours menacé du trépas,
Pour tromper l'ennemi ne peut faire qu'un pas ;
Toutefois, quand sa force est enfin abattue,
Par respect pour son nom, personne ne le tue ;
Il est échec et mat ; son dernier jour a lui,
Et tous ses serviteurs sont morts auprès de lui.
Huit modestes pions, soldats de même taille,
Gardent l'état-major sur un front de bataille ;
Un pas leur est permis ; un ou deux, jamais trois ;
Troupe vile immolée aux caprices des rois :
Ils ne prennent qu'en pointe ; et pourtant il arrive
Qu'un d'eux, soldat heureux, aborde l'autre rive ;
Alors il se grandit ; ce soldat parvenu
Des dépouilles d'un chef habille son corps nu :
Il se métamorphose en tour ; il devient reine ;
Il choisit dans les morts, étendus sur l'arène,
Un chef de sa couleur, par sa force cité,
L'heureux pion le touche, il l'a ressuscité.

L'Ecossais Mac-Donnel a tiré la claymore ;
C'est lui qui doit guider les soldats du roi more ;
Calme et méditatif, économe du sang,
Il marche avec lenteur sur ce terrain glissant.
Labourdonnais, plus vif, fait jaillir de sa tête,
En rapides éclairs, la foudre toujours prête ;
Il entrevoit déjà, l'œil fixé sur le but,
La fin de la bataille, au moment du début :
Ainsi Napoléon, dans sa tête profonde,
Voyait tout, à la fois, sur l'échiquier du monde.
Le roi blanc a donné le signal des combats.
Le pion de sa dame avance et fait deux pas,
Le voisin aussitôt parcourt le même espace ;
Le pion du fou blanc de la dame se place,
Audacieux gambit, près de son frère blanc,
Et percé par le noir, il tombe sur le flanc.
Le pion du roi blanc, qu'un noble zèle embrase,
Se sépare de lui, no franchit qu'une case,

Le pion du roi noir, beaucoup plus hasardeux, *
Affrontant son voisin, soudain en franchit deux.
Le fou du roi d'ivoire alors brise sa chaîne,
Et faisant quatre sauts, prend le pion d'ébène ;
Le soldat du roi noir enlève le pion
Que la dame d'ivoire avait pour champion.
Le pion du roi blanc remplit la même tâche.
L'écuyer du roi more à l'instant se détache
Et se câbre, la bride abattue à son cou,
A la deuxième case au-devant de son fou.
Soudain le cavalier, serf de la reine blanche,
A deux pas de son fou sur l'échiquier se penche,
Mais le fou du roi noir, esclave de sa loi,
Se glisse au carré vide, au-devant de son roi.
Le monarque des blancs, Labourdonnais l'inspire,
Veille d'un œil serein au salut de l'empire,
D'un signe intelligent, à son doigt familier,
A deux pas de son fou place son cavalier ;*
Aussitôt le roi noir profite de l'aubaine,
Et roque lestement avec sa tour d'ébène.
La dame d'Avenel, qu'alarme un juste effroi,
Jette son fou joyeux à deux pas de son roi.
Le pion noir du fou de l'amazone noire
Fait un pas : le pion gardant la tour d'ivoire,
La tour du roi des blancs fait un pas en avant
Et gêne un fou rival, avec ce trait savant.
A sa deuxième case, alors la noire dame
Jette son cavalier, qui va servir sa trame ;
Pour prévenir le choc du more cavalier
Le fou du roi des blancs se pose en bouclier
Au troisième relai du cheval de sa reine ;
L'écuyer noir qui sert la noire souveraine
A sa troisième case à l'instant s'est bloqué :
Avec sa propre tour le roi blanc a roqué.
Le cavalier du roi, du roi noir lui réclame
Une troisième place en avant de sa dame.
Le pion de la tour de la dame des blancs
Fait deux pas fort adroits, quoique simples et lents ;
Comme un singe moqueur, à l'adverse limite
Le même pion noir, devant sa tour, l'imite.
Le cheval du roi blanc se place en palefroi
A quatre pas devant la case où fut son roi.

(To be continued.)

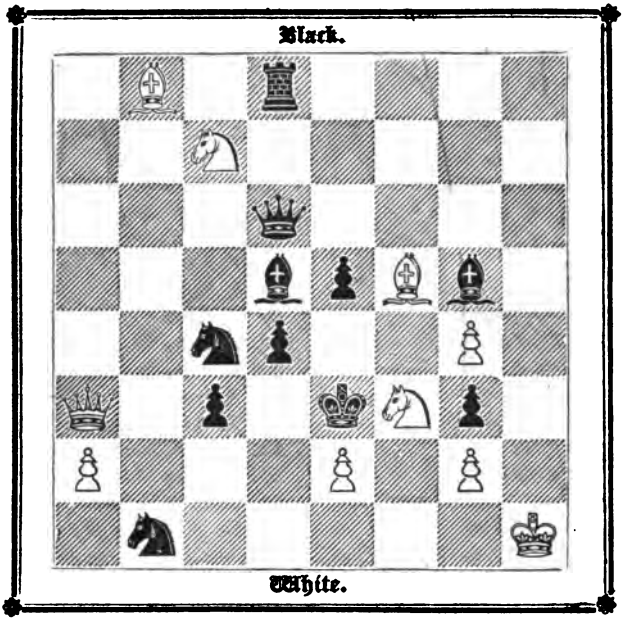
---

* De la case où était le fou.

PROBLEM, No. 141.

By Mr. J. KEILL, of Liverpool.

White, playing first, mates in seven moves.



GAME CCCCLXV.

Between Mr. C——E and Mr. ST——N.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Kt. takes P.
4. Kt. takes Kt.	4. P. takes Kt.
5. K. B. to Q. B. fourth	5. K. Kt. to B. third
6. Castles	6. Q. P. one
7. Q. takes doubled P.	7. K. B. to K. second
8. Q. Kt. to B. third	8. Q. B. to K. third
9. K. B. to Q. third	9. Castles
10. Q. B. to K. Kt. fifth	10. Q. B. P. two
11. Q. to K. third	11. Kt. to K. Kt. fifth
12. B. takes B.	12. Q. takes B.
13. Q. to K. Kt. third	13. Kt. to K. fourth
14. B. to K. second	14. Kt. to Q. B. third

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
15. K. B. P. two	15. Kt. to Q. fifth
16. K. B. P. one	16. B. takes K. B. P.
17. R. takes B.	17. Kt. takes R.
18. P. takes Kt.	18. Q. P. one
19. R. to K. B. square	19. K. B. P. one
20. B. to K. B. third	20. Q. P. one
21. Kt. to Q. fifth	21. Q. to her second
22. Kt. to Q. B. seventh	22. Q. R. to Q. B. square
23. Kt. to K. sixth	23. K. R. to B. second
24. K. R. P. two	24. K. R. to K. second
25. K. R. P. one	25. K. R. P. one
26. Kt. to K. B. fifth	26. R. to K. fourth
27. Q. to Kt. sixth	27. Q. B. P. one
28. K. Kt. P. two	28. Q. P. one
29. Kt. to K. sixth	29. P. takes P.
30. K. Kt. P. one	30. B. P. takes P.
31. K. B. P. one	31. R. takes Kt.
32. B. to Q. fifth	32. Q. R. to Q. B. third
33. B. takes K. R. (check)	33. R. takes B.
34. P. one (check)	34. K. to B. square
35. Q. takes K. Kt. P. (check)	35. K. takes Q.
36. P. one, becoming a Q. (check)	36. K. to R. second
37. R. checks	37. Q. takes R.
38. Q. takes Q. (check)	38. K. to R. square
39. Q. to B. eighth (check)	39. K. to R. second
40. Q. to B. fifth (ch.), and WINS.	

GAME CCCCLXVI.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. to K. second
5. Q. P. two	5. P. takes P.
6. Castles	6. P. to Q. sixth
7. Q. takes P.	7. Q. P. one
8. Q. Kt. P. two	8. B. to Kt. third
9. Q. R. P. two	9. Q. R. P. two
10. Q. Kt. P. one	10. Kt. to K. fourth
11. Kt. takes Kt.	11. Q. takes Kt.
12. K. to R. square	12. K. Kt. to B. third

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
13. Q. R. to his second	13. Castles
14. Q. R. to K. second	14. Q. B. to K. third
15. B. takes B.	15. P. takes B.
16. K. B. P. two	16. Q. to K. R. fourth
17. Kt. to Q. second	17. Kt. to his fifth
18. K. R. P. one	18. Q. R. to Q. square
19. Kt. to K. B. third	19. Q. P. one
20. K. P. one	20. Kt. to R. third
21. Kt. to Q. fourth	21. B. takes Kt.
22. P. takes B.	22. K. Kt. P. two
23. K. to R. second	23. Q. to R. fifth
24. K. Kt. P. one	24. Q. to R. fourth
25. Q. R. to Q. B. second	25. K. Kt. P. one
26. K. R. P. one	26. K. R. to B. second
27. B. to Q. second	27. Kt. to K. B. fourth
28. B. takes P.	28. Q. Kt. P. one
29. B. to Q. second	29. K. to R. square
30. K. R. to Q. B. square	30. Q. R. to K. B. square
31. R. takes P.	31. Kt. takes R. P.
32. P. takes Kt.	32. Q. takes P. (check)
33. K. to Kt. second	33. R. takes R.
34. R. takes R.	34. K. Kt. P. one
35. R. takes K. R. P. (check)	35. Q. takes R.
36. Q. takes Q. (check)	36. K. takes Q.

AND BLACK ULTIMATELY WON THE GAME.

GAME CCCCLXVII.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Kt. takes P.
4. Kt. takes P.	4. Kt. to K. third
5. K. B. to Q. B. fourth	5. Q. P. one
6. K. Kt. to K. B. third	6. K. B. to K. second
7. Castles	7. K. Kt. to B. third
8. Q. Kt. to B. third	8. Castles
9. Q. B. to K. third	9. Q. B. P. one
10. K. P. one	10. P. takes P.
11. Q. takes Q.	11. B. takes Q.
12. K. Kt. takes P.	12. K. B. to Q. B. second

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
13. K. Kt. to Q. third	13. K. Kt. to K. Kt. fifth
14. K. B. takes Kt.	14. P. takes B.
15. K. R. P. one	15. Kt. takes B.
16. P. takes Kt.	16. Q. B. to Q. second
17. K. Kt. to Q. B. fifth	17. Q. B. to his square
18. R. takes R. (check)	18. K. takes R.
19. Q. R. to Q. square	19. Q. Kt. P. one
20. K. Kt. to K. fourth	20. K. R. P. one
21. Q. Kt. to Q. second	21. Q. B. P. one
22. R. to K. B. square (check)	22. K. to K. second
23. Q. Kt. to K. B. fourth	23. B. takes Kt.
24. P. takes B.	24. B. to Q. Kt. second
25. R. to K. square	25. B. takes Kt.
26. R. takes B.	26. K. to B. third
27. K. to B. second	27. R. to Q. square
28. K. to B. third	28. R. to Q. eighth
29. R. to K. second	29. K. Kt. P. two
30. P. takes P.	30. P. takes P.
31. K. Kt. P. one	31. K. P. one
32. Q. B. P. one	32. R. to Q. sixth (check)
33. R. to K. third	33. R. to Q. seventh
34. R. to K. second	34. R. to Q. eighth
35. R. to K. B. second	35. K. to his third
36. K. to Kt. fourth	36. R. to Q. sixth
37. R. to K. Kt. second	37. K. P. one
38. K. takes Kt. P.	38. K. to his fourth
39. K. R. P. one	39. K. P. one
40. K. R. P. one	40. R. to Q. seventh
41. R. to K. Kt. square	41. K. P. one
42. R. to K. square	42. K. to his fifth
43. R. P. one	43. K. to B. sixth
44. K. Kt. P. one	44. K. to B. seventh
45. R. takes P. (check)	

AND, AFTER A FEW MOVES, BLACK RESIGNED.

GAME CCCCLXVIII.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. to K. second
5. Q. P. two	5. K. B. to Q. Kt. third

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
6. Q. P. one	6. Q. Kt. to his square
7. Castles	7. Q. P. one
8. Q. R. P. two	8. Q. R. P. two
9. K. R. P. one	9. K. Kt. to B. third
10. Q. to her third	10. Castles
11. Q. Kt. P. two	11. Q. B. P. two
12. Q. B. to K. third	12. Q. Kt. to Q. second
13. Q. Kt. P. one	13. Q. Kt. to his square
14. Q. Kt. to R. third	14. B. to Q. B. second
15. Q. R. to Q. square	15. Q. Kt. P. one
16. K. Kt. to R. second	16. K. Kt. to R. fourth
17. K. B. P. two	17. P. takes P.
18. B. takes P.	18. Kt. takes B.
19. R. takes Kt.	19. Kt. to Q. second
20. K. Kt. to Kt. fourth	20. Kt. to K. fourth
21. Kt. takes Kt.	21. Q. takes Kt.
22. Q. R. to K. B. square	22. K. B. to Q. square
23. B. to Q. Kt. third	23. K. B. to K. Kt. fourth
24. Kt. to Q. B. fourth	24. Q. to K. second
25. K. R. to K. B. third	25. Q. R. to Q. Kt. square
26. B. to Q. B. second	26. K. Kt. P. one
27. K. R. to K. B. second	27. Q. R. to Kt. second
28. Q. to K. B. third	28. K. to Kt. second
29. K. to R. square	29. K. B. to K. R. fifth
30. K. R. to K. second	30. K. B. to his third
31. K. P. one	31. K. B. takes P.
32. Kt. takes B.	32. P. takes Kt.
33. Q. to K. Kt. third	33. K. B. P. one
34. K. R. P. one	34. Q. to her second
35. B. to K. B. fifth	35. Q. takes P. at her fourth
36. B. to K. fourth	36. Q. to her B. fifth
37. Q. to K. B. third	37. Q. R. to K. second
38. K. R. P. one	38. K. B. P. one
39. K. Kt. P. two	39. K. R. to B. second
40. B. to Q. fifth	40. Q. takes B.
41. Q. takes Q.	41. B. to Q. Kt. second
42. Q. takes B.	42. R. takes Q.
43. R. takes P.	43. K. B. P. takes P.
44. R. takes R. (check)	44. K. takes R.

AND, AFTER A FEW MOVES, BLACK RESIGNED.

GAME CCCCLXIX.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. K. P. one	6. Q. P. two
7. K. B. to Q. Kt. fifth	7. K. Kt. to K. fifth
8. K. Kt. takes P. (*a*)	8. Castles
9. K. B. takes Kt.	9. P. takes B.
10. Castles	10. Q. to K. second
11. Q. B. to K. third	11. Q. B. to Q. Kt. second
12. K. B. P. one	12. Kt. to Q. third
13. Q. B. to K. B. fourth	13. Kt. to Q. B. fifth
14. Q. to K. second	14. K. R. to K. square
15. K. R. to K. square	15. Q. B. to Q. R. third
16. Q. Kt. to Q. second	16. Kt. takes Q. Kt.
17. Q. takes Kt.	17. Q. R. to Q. Kt. square
18. K. to R. square	18. B. takes Kt.
19. P. takes B.	19. Q. to Q. Kt. fifth
20. Q. Kt. P. one	20. K. R. to K. third
21. Q. R. to Q. B. square	21. Q. to K. second
22. B. to K. Kt. fifth	22. Q. to Q. Kt. fifth
23. Q. R. to Q. B. fifth	23. K. R. P. one
24. B. to K. third	24. Q. to Q. Kt. third
25. K. B. P. one	25. K. B. P. two
26. K. Kt. P. two	26. Q. R. to K. B. square
27. P. takes P.	27. R. takes adverse K. Kt. P.
28. Q. to Q. B. second	28. K. Kt. P. one
29. K. R. to K. Kt. square	29. K. to R. second
30. K. R. to Q. B. square	30. Q. B. to Q. Kt. second
31. Q. Kt. P. one	31. Q. takes P.
32. K. R. to Q. Kt. square	32. Q. to Q. R. sixth
33. Q. R. to Q. B. third	33. Q. to Q. R. third
34. Q. to Q. Kt. second	34. Q. B. to Q. B. square
35. Q. R. to Q. R. third	35. Q. to Q. B. fifth
36. K. R. to Q. B. square	36. Q. to Q. Kt. fourth
37. Q. takes Q.	37. P. takes Q.
38. R. takes P. (check), and WINS.	

Note to Game CCCCLXIX.

(*a*) We are indebted to Mr. St—n for this departure from the mode of play recomended by Chess Authors.

GAME CCCCLXX.

Between the same Players.

White. (Mr. C—k.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Kt. takes P.
4. Kt. takes Kt.	4. P. takes Kt.
5. K. B. to Q. B. fourth	5. K. Kt. to B. third
6. Castles	6. Q. P. one
7. Q. takes P.	7. K. B. to K. second
8. Q. Kt. to B. third	8. Castles
9. Q. Kt. to Q. fifth	9. Q. B. to K. third
10. Kt. takes B. (check)	10. Q. takes Kt.
11. B. takes B.	11. Q. takes B.
12. B. to K. Kt. fifth	12. Q. B. P. two
13. Q. to her third	13. Kt. takes P.
14. Q. R. to K. square	14. K. R. to K. square
15. K. B. P. one	15. Q. to K. Kt. third
16. B. to K. B. fourth	16. Kt. to K. B. third
17. Q. takes Q.	17. R. P. takes Q.
18. B. takes Q. P.	18. Q. Kt. P. one
19. R. takes R. (check)	19. R. takes R.
20. K. to B. second	20. R. to Q. square
21. B. to K. B. fourth	21. R. to Q. fifth
22. B. to K. third	22. R. to Q. fourth
23. Q. B. P. two	23. R. to K. B. fourth
24. K. to his second	24. Kt. to Q. second
25. R. to Q. square	25. Kt. to K. fourth
26. R. checks	26. K. to R. second
27. Q. Kt. P. one	27. R. to K. B. third
28. K. R. P. two	28. R. to K. third
29. K. to B. second	29. Q. R. P. two
30. B. to K. B. fourth	30. Kt. to Q. B. third
31. R. to Q. sixth	31. R. takes R.
32. B. takes R.	32. Kt. to Q. Kt. fifth
33. B. to Q. B. seventh	33. Kt. takes P.
34. B. takes P.	34. Kt. to Q. B. eighth
35. B. takes R. P.	35. Kt. takes P.
36. B. to Q. B. third	

AND WHITE ULTIMATELY WON.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. W. C.

No. 131.

White.	*Black.*
K. at K. B.'s sixth	K. at his R.'s square
R. at Q. B.'s square	B. at K. R.'s fourth
Kt. at Q. Kt.'s second	
Pawn at K. Kt.'s fourth	

White to play, and mate with the Pawn in five moves.

By Mr. C. F., of Carlow.

No. 132.

White.	*Black.*
K. at his B.'s second	K. at Q.'s third
Q. at K.'s second	Q. at her B.'s fifth
R. at K. R.'s sixth	R. at Q. R.'s square
B. at Q. B.'s second	B. at Q. B.'s second
B. at Q. Kt.'s second	B. at Q. B.'s third
Kt. at K. R.'s fifth	Kt. at K. R.'s square
Kt. at Q. B.'s square	Kt. at K. B.'s second
Pawns at K. R.'s fourth, K. B.'s third, Q.'s fourth, and Q. R.'s second	Pawns at K. Kt.'s fourth, K. B.'s third, K. B.'s fourth, K.'s third, Q.'s fourth, Q. Kt.'s second, and Q. R.'s third

White to move, and mate in seven moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 129.

White.	*Black.*
1. R. to Q. Kt.'s eighth (check)	1. K. takes R.
2. Q. to Q. R. sixth	

And play as Black can, he must be mated next move.

No. 130.

White.	*Black.*
1. B. to K.'s third	1. K. to R.'s fourth or (A)
2. K. B. P. one	2. P. one
3. B. to Q. Kt.'s sixth	3. P. one
4. B. to Q.'s eighth, (CHECKMATE.)	

(A)

White.	*Black.*
	1. P. one
2. P. one (check)	2. K. to R.'s fourth
3. B. to Q. Kt.'s sixth, &c.	

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 189.—E.*

White.	*Black.*
K. at Q. R.'s third	K. at Q. R.'s square
R. at K. Kt.'s sixth	Q. at K. R.'s fifth
R. at Q. B.'s seventh	
B. at Q.'s square	
B. at Q.'s eighth	
Kt. at K.'s seventh	
Kt. at Q. R.'s fifth	
Pawn at Q. B.'s second	

White to play, and mate with the Pawn in nine moves, without taking the Queen.

No. 190.—E.

White.	*Black.*
K. at Q. Kt.'s square	K. at Q.'s square
Q. at her R.'s sixth	Q. at K.'s seventh
R. at K. B.'s sixth	R. at K. Kt.'s second
R. at Q. Kt.'s seventh	
B. at K. R.'s second	
B. at K. R.'s third	
Kt. at K. Kt.'s eighth	
Kt. at Q. Kt.'s eighth	
Pawns at Q.'s third, Q.'s seventh, and Q. Kt.'s fifth	

White to play, and mate with a Pawn in nine moves.

* See page 366 of the Second Volume.

By M. D'Orville.

In the four Problems annexed, White, playing first, mates in four moves.

No. 191.

White.	*Black.*
K. at Q. R.'s square	K. at his second
Q. at her fifth	Q. at her B.'s second
R. at K.'s square	R. at Q. R.'s fourth
B. at Q. R.'s fourth	R. at Q. Kt.'s fifth
B. at K. B.'s fourth	B. at K. B.'s seventh
Kt. at K.'s third	B. at K. Kt.'s square
Pawns at Q. Kt.'s second, and K. Kt.'s seventh	Kt. at K. R.'s third
	Pawn at Q.'s second

No. 192.

White.	*Black.*
K. at his Kt.'s square	K. at Q.'s third
Q. at K.'s eighth	Q. at K. R.'s sixth
R. at Q. R.'s fifth	R. at K. Kt.'s square
B. at Q. R.'s fourth	R. at K. R.'s fourth
Kt. at Q. B.'s fifth	B. at K. Kt.'s seventh
Kt. at K. R.'s sixth	Kt. at Q. B.'s fifth
Pawn at Q.'s third	Kt. at K. B.'s third
	Pawn at Q. B.'s second

No. 193.

White.	*Black.*
K. at Q. B.'s third	K. at his third
Q. at K. R.'s fifth	Q. at K. B.'s seventh
R. at Q.'s fifth	R. at Q. R.'s square
B. at Q. Kt.'s fifth	R. at K. R.'s square
Kt. at K.'s fifth	B. at Q. B.'s second
Kt. at K. Kt.'s eighth	B. at K.'s square
Pawn at Q. Kt.'s second	Kt. at Q. B.'s eighth
	Pawns at Q. R.'s sixth, and K. B.'s fifth

No. 194.

White.	*Black.*
K. at Q. R.'s square	K. at his R.'s square
R. at K. R.'s sixth	Q. at her R.'s fourth
R. at K. R.'s second	R. at Q. Kt.'s square
B. at K. Kt.'s eighth	R. at Q. Kt.'s seventh

White.	*Black.*
Kt. at Q.'s sixth	B. at K.'s fourth
Kt. at K. R.'s fifth	Pawns at Q. B.'s fifth, K. Kt.'s second, and K. R.'s second
Pawns at Q. R.'s third, and Q. B.'s third	

No. 195.

White.	*Black.*
K. at his third	K. at Q.'s fourth
Kt. at K. B.'s square	Pawns at K.'s third, and Q. B.'s sixth
Kt. at Q. R.'s fifth	
Pawns at K.'s fifth, Q.'s fourth, and Q. B.'s second	

White, playing first, mates in two moves.

No. 196.

White.	*Black.*
K. at his sixth	K. at his fifth
B. at K.'s second	Pawns at Q.'s third, and Q. B.'s fifth
Kt. at Q.'s fifth	
Pawns at Q. B.'s third, and Q. Kt.'s fourth	

White to play, and mate in two moves.

No. 197.

White.	*Black.*
K. at his B.'s sixth	K. at Q.'s square
R. at Q. B.'s fourth	
B. at Q. B.'s sixth	

White to play, and give mate in three moves.

No. 198.

White.	*Black.*
K. at Q. R.'s square	K. at Q. B.'s sixth
Q. at her R.'s second	Q. at K. R.'s seventh
Kt. at K.'s third	R. at K.'s seventh
Kt. at Q. B.'s fifth	

White to play, and mate in three moves.

No. 199.

White.	*Black.*
K. at his R.'s square	K. at Q.'s fifth
Q. at her Kt.'s third	Q. at K. Kt.'s sixth
R. at Q. Kt.'s sixth	R. at K. Kt.'s square

White.	*Black.*
B. at Q. R.'s sevewth	R. at Q. R.'s square
Pawns at K. B.'s sixth, and K.'s second	Kt. at Q. B.'s second

White to play, and mate in four moves.

No. 200.

White.	*Black.*
K. at his R.'s square	K. at Q. Kt.'s square
Q. at K. B.'s fourth	Q. at K. Kt.'s second
R. at K. R.'s fourth	R. at K. R.'s square
Kt. at K.'s fifth	R. at Q. B.'s square
Pawns at K. Kt.'s third, K. B.'s second, and Q.'s second	Kt. at K. R.'s fourth
	Pawns at K. B.'s third, Q. Kt.'s second, Q. R.'s second

White to play, and mate in four moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 139.

White.	*Black.*
1. B. to Q.'s fourth	1. K. to R.'s fifth
2. B. to Q. R.'s square	2. K. to Kt.'s sixth
3. R. to Q. B.'s square	3. K. to R.'s fifth
4. Kt. to Q. B.'s third (check)	4. K. to Kt.'s sixth
5. Kt. to Q.'s fifth	5. K. to R.'s fifth
6. Kt. to Q. Kt.'s sixth (check)	6. K. to Kt.'s sixth
7. Q. to her fourth	7. P. one, (CHECKMATE.)

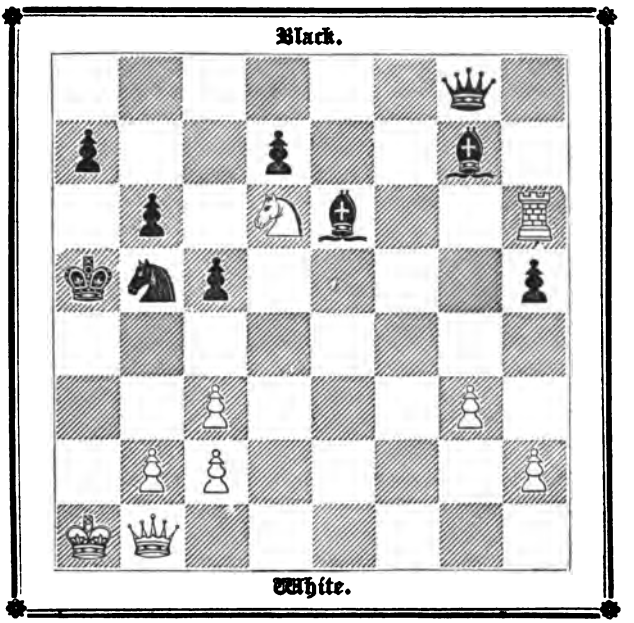
No. 140.

White.	*Black.*
1. B. to Q. B.'s seventh (check)	1. R. to Q.'s third
2. Q. B. P. two	2. Kt. P. one
3. Q. P. two (check)	3. P. takes P. *en passant*
4. Kt. takes P. (check)	4. K. to his third or fifth
5. Kt. to Q. B.'s fifth (check)	5. K. to his fourth
6. K. B. P. two, (CHECKMATE.)	

PROBLEM, No. 142.

By Mr. J. KEILL, of Liverpool.

White, playing first, mates in four moves.



TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

Tonbridge Wells, Sept. 14.

SIR,—In one of your late Numbers, (August, I think,) in reply to "Thor," (a correspondent,) you decline publishing some games at double Chess, as not being much played. This I saw with regret; being fond of that game, which is fast winning popularity, and much played, particularly abroad. It will never supersede the other, but possesses many advantages in society; and the interest it excites is, perhaps, even greater. You would oblige an old Subscriber, *ab ovo*, by devoting some portion of a Number to any remarks you may be able to make on this game, as well as by inserting a game or two; and I am satisfied many of your other well-wishers would also be glad of the novelty in your publication.

I am, Sir,

Your obedient Servant,

TONBRIGIENSIS.

UNE REVANCHE DE WATERLOO.

Et circa regem atque ipsa ad prætoria densæ
Miscentur.—VIRGILE, *Georg.*, liv. IV.

(*Continued from page* 320.)

POUR détruire le fou de l'adverse partie
Le fou de dame noire a fait une sortie ;
Agitant ses grelots, cet aimable insensé
A deux pas de son roi s'est finement placé.*
Le fou du roi des blancs se glisse en téméraire
A la case en avant de celle où fut son frère.
Le pion noir du fou royal marche deux pas ;
L'amazone des blancs ne s'en alarme pas ;
Devant la case noire où fut jadis son maître,
Elle vient aussitôt se faire reconnaître.
Le pion noir du fou royal alors se meut,
Et chemine d'un pas, c'est là tout ce qu'il peut.
Le fou de dame blanche à la deuxième case
De la susdite dame arrive, et prend sa base ;
La noire qui veillait à son vierge terrain
Se pose sur le trône où fut son souverain.
L'amazone des blancs, soigneuse de leur gloire,
Dans la case du roi bâtit sa tour d'ivoire ;†
Le fou de dame adverse, agile champion,
Recule auprès du roi pour sauver un pion.
C'est le coup décisif ; car la blanche amazone
Déjà du roi des noirs voit chanceler le trône ;
A travers ce chaos d'amis et d'ennemis,
Heureuse, elle entrevoit son avenir promis ;
La science de l'art ne l'aura point trompée,
Elle tient son triomphe après neuf coups d'épée :
Les noirs la voient tomber avec des yeux d'effroi,
Trois cases en avant du camp où fut son roi.
Du cavalier royal le pion noir s'élance
D'un seul pas ; le fou blanc de la dame s'avance,‡
Prend le pion du fou, le fou du prince noir ;
Le cavalier du more, épris d'un vain espoir,
Veut venger son ami ; d'un fameux coup de lance
Il perce le fou blanc, le jette à l'ambulance.
Malheureux cavalier ! L'aveugle Mac-Donnel
Croyait la dame blanche au château d'Avenel ;

* A deux pas de la case où fut son roi.

† La tour de la dame et non la tour du roi.

‡ Le feu de la dame ; *blanc* ne désigne pas la couleur de la case, mais la couleur du fou.

Elle est là ; son bras fort renverse sur l'arène
L'insolent écuyer qui pressait une reine.
C'est alors qu'un vrai fou d'une dame, un fou noir,
Dans sa tête insensée a mis un fol espoir ;
Il se fait en lui-même une imprudente phrase :
" Si je prenais," dit-il, "la quatrième case
En face du carré que le fou, mon rival,
Occupait au début, à côté du cheval,
Ce poste m'obtiendrait une victoire sûre ;
Je menace les blancs d'une double blessure :
Labourdonnais n'a pas prévu ce mauvais tour ;
S'il veut sauver sa reine, alors je prends sa tour ;
Après, je serai pris, tant mieux ! cela m'arrange,
La tour vaut mieux qu'un fou, nous gagnerons l'échange."

Après ce beau calcul, digne d'un insensé,
Sur le carré dépeint ce vieux fou s'est placé.
Labourdonnais sourit : par un coup de génie
L'avidité des noirs sera bientôt punie ;
Le général français avait bien attendu
Que les noirs tomberaient dans le piége tendu.
L'amazone des blancs prend la troisième case
Où la tour du roi more eut sa première base.
Le fou de dame noire à l'instant prend la tour ;
Le fou blanc de son roi, ravisseur à son tour,
Prend le pion placé devant l'écuyer more ;
Il sait qu'il va mourir ; cette mort, il l'implore,
Sage fou qui déjà, quoique mourant, peut voir
Le redoutable mat planant sur le roi noir !
Le pion noir, qu'il vient de provoquer en face,
Etourdi fanfaron, en pointe le terrasse,
Et tombe au même instant sous le blanc cavalier,
Qui, tout près de sa reine, accourt se rallier.
L'écuyer africain, qu'un grand péril réclame,
Bondit sur le carré, veuf du fou de la dame ;
Alors, marchant trois fois, l'amazone au teint blanc
Donne échec au roi noir, qui fuit d'un pas tremblant ;
Sa fougueuse ennemie, à sa perte acharnée,
Poursuit sa vive lutte, avec art combinée ;
Elle voit son triomphe, et, reculant d'un pas,
Menace encor ce roi d'un imminent trépas.
Le prince fugitif, dont le tombeau s'apprête,
N'a plus qu'un seul abri pour reposer sa tête ;
Il s'y place ; aussitôt, des blancs le cavalier
En face de ce roi, sait bien se replier ;
Soudain le fou des noirs, dont l'audace endormie
Trouvait une prison sur la ligne ennemie,

A gauche, obliquement, fait trois pas, et sa main
Nargue la dame blanche au bout de son chemin ;
Insensé ! Tout à coup, s'ébranlant sur ses bases,
La tour d'ivoire roule, elle franchit six cases,
Et vers le camp rival semant un long effroi,
Serre d'un vif échec le triste et sombre roi.
Hélas ! ce roi puissant, que personne n'envie,
N'a plus qu'un seul abri pour défendre sa vie ;
Il y court ; l'amazone enlevant tout espoir,
Fait un pas en arrière, et bloque le roi noir :
Oh ! quel toit lui donner ? quel refuge lui reste,
A ce prince frappé du sort fatal d'Oreste ?
C'est la troisième case, en avant de son fou.
Alors un vil pion, venu je ne sais d'où,
Un obscur fantassin, un pion prolétaire,
Qui, depuis le début clouait son pied sur terre,
Un faible pion blanc, que l'œil put oublier,
A sa case, devant le royal cavalier :
Un soldat inconnu, sans blason dans l'histoire,
Sous un mat décisif va fixer la victoire,
Et par un double bond, s'élançant de son coin,
Il crie au roi des noirs : Tu n'iras pas plus loin ! *

A ce grand coup d'un nain arrêtant un colosse,
Tous les noirs inhumés hurlèrent dans leur fosse ;
Sa reine, lui jetant un suprême coup d'œil,
Se rendit en exil sous sa robe de deuil.
Labourdonnais vainqueur, sorti de cette guerre,
Fut sacré roi de France et roi de l'Angleterre,
Par le droit des échecs ; le rapide Océan
L'annonça dans Bagdad, Cachemire, Ispahan,
Sous les Balkans neigeux, sous l'aride Caucase,
Climats où Mahomet a guidé sur la case
Fou, pion, éléphant, roi, dame, cavalier,
Jeu que jamais ses fils ne purent oublier.
L'Ecossais Mac-Donnel, en son pays prophète,
Resta comme étourdi du poids de sa défaite ;
Il contempla long-temps, d'un œil terne d'effroi,
La case malheureuse où fut maté son roi ;
Il le voyait gisant sur sa dernière couche,
Le *God save the king* expira sur sa bouche ;
Puis, le vaincu d'Ecosse, au regard étonné,
Porta dans *Holy-Rood* ce roi découronné.

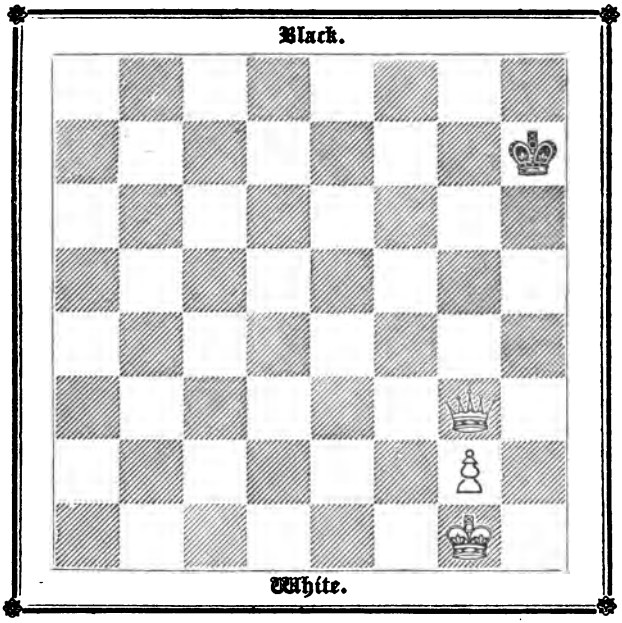
MERY.

* La tour peut aussi donner le *mat*.

PROBLEM, No. 143.

By Mr. S. A——s.

White, playing first, to mate in six moves without moving his King.



GAME CCCCLXXI.

Between Mr. St——n and Mr. C——e.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. Q. P. one
5. Kt. takes P.	5. Kt. takes Kt.
6. Q. takes Kt.	6. Q. B. to K. third
7. K. B. to Q. third	7. Q. B. P. two
8. B. checks	8. B. to Q. second
9. Q. to R. fourth	9. K. Kt. to B. third
10. Q. B. to K. Kt. fifth	10. K. B. to K. second
11. B. takes Kt.	11. B. takes B.
12. Q. B. P. one	12. Q. R. P. one
13. B. takes B. (check)	13. Q. takes B.
14. Q. takes Q. (check)	14. K. takes Q.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
15. Q. Kt. to Q. second	15. K. R. to K. square
16. Castles	16. K. to B. third
17. K. Kt. P. one	17. K. R. P. two
18. K. R. P. two	18. K. Kt. P. two
19. P. takes P.	19. B. takes P.
20. K. B. P. two	20. B. to his third
21. Q. R. to Q. square	21. Q. Kt. P. two
22. K. to B. second	22. K. R. to K. Kt. square
23. K. R. to R. square	23. K. R. P. one
24. P. takes P.	24. R. to Kt. fifth
25. K. to B. third	25. Q. R. to K. Kt. square
26. Kt. to K. B. square	26. B. takes R. P.
27. Q. R. to Q. fifth	27. K. R. to Kt. eighth
28. R. takes R.	28. R. takes R.
29. Kt. to K. third	29. B. to K. second
30. R. to K. B. fifth	30. R. to K. Kt. second
31. Kt. to Q. fifth	31. K. to Q. second
32. Q. R. P. two	32. B. to Q. square
33. P. takes P.	33. P. takes P.
34. Kt. to K. third	34. K. B. P. one
35. R. to Q. fifth	35. B. to K. second
36. Kt. to B. fifth	36. R. to K. eighth
37. Kt. to K. third	37. R. to Q. Kt. eighth
38. Kt. to Q. square	38. K. to his third
39. K. B. P. one (check)	39. K. to Q. second
40. K. to his second	40. B. to his square
41. R. to Q. third	41. B. to K. R. third
42. R. to K. R. third	42. B. to Kt. fourth
43. R. checks	43. K. to Q. B. third
44. R. to K. Kt. seventh	44. R. to Q. B. eighth
45. Kt. to K. third	45. R. to Q. Kt. eighth
46. Kt. to Q. fifth	46. R. takes P. (check)
47. K. to B. third	47. Q. Kt. P. one
48. Q. B. P. one	

AND WHITE CANNOT AVOID BEING MATED.

GAME CCCCLXXII.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. two
3. K. B. P. two	3. K. B. to Q. third
4. Q. Kt. to B. third	4. Q. Kt. to B. third
5. K. Kt. to B. third	5. K. P. takes P.

White. (Mr. C—E.)	*Black.* (Mr. St—N.)
6. Q. P. one	6. K. Kt. to K. second
7. K. B. to K. second	7. K. Kt. to his third
8. Castles	8. Castles
9. Q. Kt. to Q. fifth	9. K. Kt. to K. second
10. Q. Kt. P. one	10. Kt. takes Kt.
11. K. P. takes Kt.	11. Q. R. P. two
12. Q. B. to Kt. second	12. K. Kt. to R. fifth
13. Q. P. one	13. Kt. to K. B. fourth
14. Q. to her third	14. Kt. to K. sixth
15. K. R. to K. square	15. Q. R. to his third
16. P. takes P.	16. B. takes P.
17. B. to Q. fourth	17. B. takes B.
18. Kt. takes B.	18. Q. R. to K. Kt. third
19. B. to K. B. third	19. Q. P. one
20. K. R. to K. second	20. Q. to K. R. fifth
21. B. to K. fourth	21. K. B. P. two
22. B. to his third	22. R. to K. R. third
23. K. R. P. one	23. Q. to Kt. sixth

AND AFTER A FEW MOVES WHITE RESIGNED.

GAME CCCCLXXIII.*

Played by M. De la Bourdonnais against MM. Boncourt and Mouret.

White. (M. De la B.)	*Black.* (MM. B. & M.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. K. B. to K. second
6. Q. to her Kt. third	6. K. Kt. to R. third
7. Q. P. two	7. Q. Kt. to Q. R. fourth
8. Q. to her R. fourth	8. Kt. takes B.
9. Q. takes Kt.	9. K. P. takes Q. P.
10. Q. B. takes Kt.	10. P. takes B.
11. Q. B. P. takes P.	11. K. R. to Kt. square
12. Castles	12. Q. P. one
13. K. to R. square	13. Q. to her second
14. Q. Kt to B. third	14. Q. B. P. one
15. Q. P. one	15. R. takes K. Kt. P.
16. K. R. to K. Kt. square (*a*)	16. R. takes K. B. P.
17. K. R. to Kt. third	17. Q. B. P. one
18. K. P. one	18. Q. Kt. P. one

* From *Le Palamède*, 1st Series.

White. (M. De la B.)	*Black.* (MM. B. & M.)
19. Q. R. to K. square	19. K. to Q. square
20. K. P. one	20. K. B. P. takes P.
21. Q. P. takes P.	21. Q. to K. square
22. Q. Kt. to Q. fifth	22. Q. B. to Kt. second
23. Q. R. to K. Kt. square	23. B. takes Kt.
24. Q. takes B.	24. K. to Q. B. second
25. K. R. to Kt. seventh	25. Q. R. to Q. B. square
26. K. R. to K. B. seventh	26. K. to Q. Kt. square
27. Q. R. to K. Kt. seventh	27. Q. to her B. third
28. Q. takes Q.	28. R. takes Q.
29. K. R. takes B.	29. K. R. takes Kt.
30. K. R. to Q. Kt. seventh (ch.)	30. K. to Q. B. square
31. K. R. takes R. P.	31. K. to Q. Kt. square
32. K. R. to Q. Kt. seventh (ch.)	32. K. to Q. R. square
33. K. R. to K. B. seventh	

AND THE PLAYERS OF THE BLACK PIECES ABANDONED THE GAME.

Note to Game CCCCLXXIII.

(*a*) If White had taken the Rook, he would have been mated in a few moves.

GAME CCCCLXXIV.

Between Mr. D——L and Mr. M——N, the President of the Liverpool Chess Club.

Black. (Mr. M—N.)	*White.* (Mr. D—L.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. Kt. to B. third	4. K. Kt. to B. third
5. Q. P. one	5. Q. P. one
6. K. R. P. one	6. Q. Kt. to K. second
7. Castles	7. Q. Kt. to K. Kt. third
8. Q. Kt. to R. fourth	8. B. to Q. Kt. third
9. Q. B. to K. Kt. fifth	9. K. R. P. one
10. B. takes Kt.	10. Q. takes B.
11. Kt. takes B.	11. Q. R. P. takes Kt.
12. Q. B. P. one	12. Kt. to K. B. fifth
13. Q. P. one	13. K. Kt. P. two
14. P. takes K. P.	14. P. takes P.
15. K. Kt. to R. second	15. K. R. P. one

Black. (Mr. M—n.)	*White.* (Mr. D—l.)
16. K. B. P. one	16. K. to his second
17. Q. to her Kt. third	17. K. Kt. P. one
18. B. P. takes P.	18. P. takes P.
19. R. takes Kt.	19. P. takes R.
20. Q. R. to K. B. square	20. P. takes R. P.
21. R. to B. second	21. P. takes P.
22. R. takes P.	22. B. to K. R. sixth
23. R. to K. B. second	23. Q. to K. Kt. third (check)
24. K. to R. square	24. Q. R. to K. Kt. square

AND BLACK RESIGNED.

GAME CCCCLXXV.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 70th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. Q. Kt. to B. third
3. Q. B. P. one	3. K. P. one
4. K. Kt. to B. third	4. Q. P. two
5. K. P. one	5. Q. to her Kt. third
6. K. B. to Q. third	6. K. B. P. one
7. K. B. to Q. B. second	7. K. Kt. to R. third
8. Castles	8. K. Kt. to B. second
9. K. to R. square	9. Q. B. to Q. second
10. Q. P. two	10. K. B. to K. second
11. Q. R. P. one	11. Q. R. P. two
12. Q. Kt. P. one	12. K. B. P. one
13. Q. B. to K. third	13. Castles on K.'s-side
14. Q. Kt. to Q. second	14. K. R. to Q. B. square
15. K. R. P. one	15. K. to R. square
16. K. Kt. P. two	16. K. Kt. P. one
17. K. R. to K. Kt. square	17. P. takes Q. P.
18. Q. B. P. takes P.	18. K. Kt. P. one
19. K. Kt. P. takes P.	19. K. P. takes P.
20. K. B. P. takes P.	20. K. Kt. takes K. P.
21. Kt. takes Kt.	21. Kt. takes Kt.
22. Q. R. to his second	22. Kt. to K. Kt. third
23. Kt. to K. B. third	23. Q. to K. third
24. Kt. to K. fifth	24. Kt. takes Kt.
25. P. takes Kt.	25. K. R. to Q. B. sixth
26. K. R. to Kt. third	26. Q. R. to Q. B. square
27. K. B. to Q. Kt. square	27. Q. B. to K. square

Black. (Mr. M'D.)	*White.* (M. De la B.)
28. Q. R. to K. B. second	28. Q. B. to K. Kt. third
29. Q. Kt. P. one	29. P. takes P.
30. P. takes P.	30. R. takes Q. B.
31. R. takes R.	31. B. takes K. Kt. P.
32. R. to K. square	32. Q. R. to Q. B. eighth
33. Q. takes R.	33. B. takes Q.
34. R. takes B.	34. Q. takes K. P.
35. K. R. to K. B. square	35. Q. P. one
36. B. takes P.	36. B. takes B.
37. R. takes B.	37. Q. to K. fifth (check)
38. K. to Kt. square	38. Q. P. one
39. Q. R. to B. eighth (check)	39. K. to Kt. second
40. K. R. to B. sixth	40. Q. to her fifth (check)
41. K. to B. square	41. Q. takes R.
42. R. takes Q.	42. K. takes R.
43. K. to B. second	43. K. to K. fourth
44. K. to his third	44. Q. P. one
45. K. takes P.	45. K. to Q. fifth
46. Q. Kt. P. one	46. K. to B. fourth
47. K. to B. third	47. K. takes P.
48. K. to Kt. third	48. K. R. P. two

AND BLACK RESIGNED.

GAME CCCCLXXVI.

Between the same Players.—(Game 71st.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. P. one	9. Kt. to Q. R. fourth
10. K. B. to Q. third	10. K. Kt. to B. third
11. K. R. P. one	11. Castles
12. K. to R. square	12. Q. B. P. one
13. Q. Kt. to R. third	13. K. R. P. one
14. Q. B. to K. B. fourth	14. P. takes Q. P.
15. P. takes P.	15. K. B. to Q. B. second
16. Q. to her second	16. K. Kt. to R. second
17. Q. Kt. to his fifth	17. Q. Kt. P. one

Black. (Mr. M'D.)	*White.* (M. De la B.)
18. K. B. takes Kt. (check)	18. K. takes B.
19. Q. to her B. second (check)	19. K. B. P. two
20. Q. takes K. B.	20. Q. takes Q.
21. Kt. takes Q.	

AND WHITE RESIGNED.

GAME CCCCLXXVII.

Between the same Players.—(Game 72nd.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. K. B. takes P.
5. Q. B. P. one	5. K. B. to Q. B. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. K. R. P. one	9. K. R. P. one
10. Q. B. to Q. Kt. second	10. Q. to K. second
11. K. P. one	11. P. takes P.
12. Q. P. one	12. Q. Kt. to R. fourth
13. K. Kt. takes P.	13. K. Kt. to B. third
14. Q. P. one	14. P. takes P.
15. K. B. takes P. (check)	15. K. to Q. square
16. K. R. to K. square	16. K. to B. second
17. Q. Kt. to R. third	17. Q. R. P. one
18. Q. R. checks	18. K. B. to Q. B. fourth
19. Q. R. takes B. (check)	19. P. takes R.
20. K. Kt. to Q. B. fourth	20. Q. to her square
21. Q. B. checks	21. K. to Q. B. third
22. Q. to K. B. third, checking	22. Kt. to Q. fourth
23. K. B. takes Kt. (check)	23. K. to Q. second
24. Q. to B. fifth (check)	24. K. to his square
25. Q. CHECKMATES.	

GAME CCCCLXXVIII.*

Between the same Players.—(Game 73rd).

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third

* In Walker's inaccurate edition of these games, Mr. M'Donnell is erroneously mentioned as the first player throughout this game.

White. (M. De la B.)	*Black.* (Mr. M'D.)
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. K. B. takes Q. Kt. P.
5. Q. B. P. one	5. K. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. Q. P. one	9. Q. Kt. to K. second
10. K. P. one	10. Q. Kt. to K. Kt. third
11. Q. B. to Q. Kt. second	11. Q. P. takes P.
12. Q. B. takes P.	12. K. Kt. to B. third
13. Q. B. takes Kt.	13. Q. takes B.
14. K. R. checks	14. K. to B. square
15. Q. Kt. to Q. second	15. Q. B. to K. B. fourth
16. Q. to Q. Kt. third	16. K. R. P. one
17. Q. R. P. two	17. Q. R. to Q. Kt. square
18. Q. R. P. one	18. K. B. to Q. B. fourth
19. K. B. to Q. third	19. Kt. to K. B. fifth
20. K. B. takes B.	20. Q. takes B.
21. Kt. to K. fourth	21. Q. to K. Kt. fifth
22. K. Kt. P. one	22. Kt. to K. R. sixth, checking
23. K. to Kt. second	23. K. B. to Q. third
24. Kt. takes B.	24. P. takes Kt.
25. Q. R. to its fourth	25. Q. to her second
26. Q. R. to K. R. fourth	26. K. Kt. P. two
27. Q. R. takes Kt.	27. K. Kt. P. one
28. Q. R. to K. R. fourth	28. P. takes Kt. (check)
29. Q. takes P.	29. Q. to Q. Kt. fourth
30. Q. R. to K. fourth (*a*)	30. K. R. to his second
31. Q. to K. B. fifth	31. K. R. to K. Kt. second
32. Q. R. to K. seventh	32. Q. takes Q. R. P.
33. Q. R. takes Q. Kt. P. (*b*)	33. Q. to her square
34. Q. R. takes Q. R. P.	34. Q. to K. Kt. fourth
35. Q. takes Q.	35. K. R. takes Q.
36. K. R. to K. seventh	36. K. R. to K. B. fourth
37. K. Kt. P. one	37. K. R. to K. B. third
38. R. to K. second	38. Q. R. to Q. Kt. fourth
39. R. to Q. second	39. K. to Kt. second
40. R. to Q. seventh	40. R. to Q. Kt. fifth
41. K. R. P. one	41. K. to Kt. third
42. R. to Q. third	42. Q. R. to K. B. fifth
43. K. B. P. one	43. R. to Q. R. fifth
44. K. to Kt. third	44. R. to Q. Kt. fifth
45. K. R. P. one	45. R. to Q. R. fifth
46. R. to adverse Q. square	46. K. to Kt. second
47. R. to K. third	47. R. to Q. R. third

White. (M. De la B.)	*Black.* (Mr. M'D.)
48. R. from K. third to adverse K. square	48. R. to K. Kt. third
49. R. to K. seventh	49. K. to B. third
50. R. from adverse Q. square to Q. seventh	50. R. to Kt. second
51. R. to K. third	51. Q. R. to Q. Kt. third
52. K. B. P. one	52. K. R. to his second
53. K. R. P. one	53. K. R. to Kt. second
54. K. to R. fourth	54. Q. R. to its third
55. K. R. to K. B. third	55. Q. R. to Kt. third
56. K. R. to Q. B. third	56. K. R. to K. Kt. square
57. K. R. to Q. B. sixth	57. R. takes R.
58. P. takes R.	58. K. to his third
59. K. B. P. check	59. K. to his fourth
60. Q. B. P. one	60. R. to Q. B. square
61. R. takes K. B. P.	61. Q. P. one
62. R. to Q. seventh (*c*)	62. Q. P. one
63. K. Kt. P. one	63. K. takes B. P.
64. K. Kt. P. one	64. K. to his third
65. R. takes P.	65. R. takes P.
66. R. to K. B. fourth	66. R. to Q. R. second
67. R. to adverse K. B. square	67. R. checks
68. K. to Kt. third	68. R. checks
69. K. to B. fourth	69. R. checks
70. K. to his third	70. R. checks
71. K. to Q. fourth	71. R. checks
72. K. to B. third	72. R. checks
73. K. to B. fourth	73. R. checks
74. K. to Kt. third	74. R. to K. Kt. fifth
75. R. to adverse K. R. square	75. K. to B. third
76. R. takes P.	76. K. to Kt. second
77. R. to K. R. seventh checking	77. K. to Kt. square
78. K. to B. third	78. R. to K. R. fifth
79. K. to Q. third	79. R. to Q. Kt. fifth
80. K. to his third	80. R. to Q. R. fifth
81. K. to B. third	81. R. to Q. Kt. fifth
82. K. to Kt. third	82. R. to Q. R. fifth
83. R. to K. B. seventh	83. R. to Q. Kt. fifth
84. R. to K. B. fourth	84. R. to adverse Q. Kt. square
85. K. to Kt. fourth	85. R. to adverse K. Kt. square, checking
86. K. to R. fourth	86. K. to Kt. second
87. R. to K. B. seventh (check)	87. K. to Kt. square
88. R. to K. B. third	88. K. to Kt. second
89. R. to K. Kt. third	89. R. to adverse Q. R. square
90. R. to Kt. fourth	90. R. to adverse Q. Kt. square

White. (M. De la B.)	*Black.* (Mr. M'D.)
91. R. to K. fourth	91. R. to adverse K. Kt. square
92. R. to K. third	92. K. to R. third
93. R. to K. seventh	93. R. to adverse K. R. square, checking (*d*)
94. K. to Kt. fourth	94. R. to adverse K. Kt. square, checking
95. K. to B. fifth	95. R. to adverse K. B. square, checking
96. K. to his sixth	96. K. takes P.
97. K. Kt. P. one	97. R. to adverse K. Kt. square
98. K. to B. seventh	98. R. to adverse K. B. square, checking
99. K. to adverse K. square	99. R. to adverse K. Kt. square
100. K. to adverse K. B. square, and WINS.	

Notes to Game CCCCLXXVIII.

(*a*) If White, instead of playing the Rook to King's fourth, had moved his Queen to King's Bishop's sixth, he could hardly have failed to win the game in a few moves, *ex. gr.*

White.	*Black.*
Q. to K. B. sixth	Q. takes Q. P. (check,) (apparently his best move.)
K. to Kt. square	K. R. to his second, or (A)
Q. R. to K. Kt. fourth	Q. R. to K. square, (his only move to prevent immediate mate.)
Q. R. to K. Kt. eighth (check)	K. takes R.
R. takes R. (CHECKMATE).	

(A)

	K. R. to Kt. square
Q. takes R. P. (check)	R. to Kt. second
Q. R. to K. Kt. fourth, and WINS.	

(*b*) Finely played.

(*c*) Had he advanced the King's Knight's Pawn, Black, after taking the Pawn with Pawn, would probably have moved his King to Queen's third, but in whatever way he had played, White must have won without difficulty.

(*d*) Black might have drawn the game at this point, by checking with the Rook at King's Knight's fifth; White could not have taken the Rook without giving stalemate, and upon his moving the King to Rook's third; Black would have checked with the Rook at King's Rook's fifth, winning the Pawns or compelling his opponent to stalemate him.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. R. A. B., of Leeds.

No. 133.

White.	*Black.*
K. at his Kt.'s second	K. at K. Kt.'s fifth
B. at K. Kt.'s fifth	
Kt. at K. Kt.'s third	
Pawns at K. R.'s second, and K. B.'s second	

White to play, and mate in four moves.

No. 134.

White.	*Black.*
K. at Q. B. fourth	K. at his fourth
R. at K. B.'s eighth	R. at K.'s third
Kt. at K. B.'s fourth	Pawns at Q.'s third, Q. B.'s third, and Q. R.'s seventh
Pawns at K. Kt.'s third, K. Kt.'s fourth, Q. B.'s fifth, and Q. Kt.'s fourth	

White to play, and mate in five moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 131.

White.	*Black.*
1. R. to Q. B.'s eighth (check)	1. B. to K.'s square
2. Kt. to Q. B.'s fourth	2. K. to Kt.'s square
3. R. takes B. (check)	3. K. to B.'s second
4. Kt. to Q.'s sixth (check)	4. K. to B.'s third
5. P. one, CHECKMATE.	

No. 132.

White.	*Black.*
1. B. to Q. R.'s third (check) (*a*)	1. Q. interposes at either square
2. B. takes Q. (check)	2. K. to Q. second

White.	*Black.*
3. Q. takes P. at K.'s sixth (ch.)	3. K. takes Q. or (A)
4. B. takes P. at K. B.'s fifth (check)	4. K. takes B.
5. R. takes P. at K. B.'s sixth CHECKMATE	

(A)

White.	*Black.*
	3. K. to Q. square
4. B. to K. seventh (check)	4. K. to K. square
5. Kt. to K. Kt. seventh, MATE	

(*a*) Should the Queen not interpose, mate is effected in four moves, the Queen being unable to prevent the mate.

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.*

No. 201.

White.	*Black.*
K. at Q. R.'s square	K. at Q.'s fifth
Q. at K. B.'s square	Q. at K. R.'s sixth
B. at Q. B.'s square	R. at K. R.'s third
B. at Q. R.'s fourth	R. at Q. R.'s fourth
Kt. at K.'s third	B. at Q.'s second
Kt. at Q. B.'s fifth	Kt. at Q. Kt.'s square
Pawn at Q. Kt.'s third	Pawn at Q. B.'s sixth

White to play, and mate in four moves.

No. 202.

White.	*Black.*
K. at Q. B.'s square	K. at Q. R.'s eighth
Kt. at Q.'s fifth	P. at Q. Kt.'s third
P. at Q. R.'s third	

White to play, and mate in five moves.

---

* *The Majority of the Scientific Stratagems in the present Number are extracted from Le Palamède.*

By M. De la Bourdonnais.

No. 203.

White.	*Black.*
K. at his R.'s square	K. at his B.'s square
Q. at K.'s sixth	Q. at her R.'s fifth
R. at Q.'s square	R. at K. R.'s square
Kt. at K.'s fourth	R. at Q. R.'s square
Kt. at Q. Kt.'s square	B. at K.'s second
Pawns at K. R.'s second, K. Kt.'s second, and Q. Kt.'s second	Kt. at K. Kt.'s square
	Kt. at Q. Kt.'s square
	Pawns at K. R.'s second, K. Kt.'s second, Q. B.'s third, Q. Kt.'s sixth, and Q. R.'s second

M. De la Bourdonnais, having to play, gave mate in three moves.

No. 204.

White.	*Black.*
K. at his R.'s square	K. at his R.'s square
Q. at K. R.'s fourth	Q. at K.'s third
R. at K. B.'s square	R. at K. Kt.'s square
R. at K. B.'s fourth	R. at K.'s square
Kt. at K. B.'s fifth	Kt. at K.'s second
Pawns at K. R.'s second, K. Kt.'s second, K.'s fourth, Q.'s third, Q. B.'s second, and Q. Kt.'s third	Pawns at K. R.'s second, K. B.'s second, Q.'s third, Q. B.'s second, Q. Kt.'s second, and Q. R.'s third

M. De la Bourdonnais having to play, gave mate in six moves.

By M. Kieseritzki.

No. 205.

White.	*Black.*
K. at Q. R.'s square	K. at his fifth
Q. at her sixth	R. at Q.'s sixth
R. at K. B.'s third	B. at Q. R.'s fifth
R. at Q.'s fifth	Pawns at K. B.'s third, fourth, and fifth, K.'s second and sixth, Q.'s second, Q. B.'s fourth and fifth
B. at Q. R.'s second	
B. at K.'s sixth	
Kt. at K. B.'s seventh	
Kt. at K.'s eighth	
Pawns at K. B.'s second, K.'s second, and Q. R.'s seventh	

White playing first, gives smothered mate at the middle of the board in eleven moves.

By M. Le Chevalier Botton.

No. 206.

White.	*Black.*
K. at his fourth	K. at his R.'s second
Pawns at K. R.'s fifth, K. Kt.'s fourth, K. B.'s third, and K.'s second	

White to play, and mate in nineteen moves, without making a Queen.

By M. Calvi.

No. 207.

White.	*Black.*
K. at Q. R.'s fourth	K. at Q. B.'s square
Q. at her Kt.'s fifth	Q. at K. B.'s sixth
B. at K. Kt.'s third	R. at K.'s second
Kt. at K. B.'s fifth	R. at Q. B.'s second
Kt. at K.'s sixth	B. at K. B.'s second
Pawns at K. R.'s second, Q. Kt.'s third, and Q. Kt.'s sixth	Kt. at Q. R.'s square
	Pawns at Q.'s fourth, Q. Kt.'s second, and Q. R.'s second

White to play, and mate in five moves.

No. 208.

This position occurred in a "Game of the Pawns," to M. Deschappelles.

White.	*Black.*
K. at his seventh	K. at his Kt.'s square
Q. at her B.'s third	R. at K. B.'s eighth
B. at K. R.'s fourth	R. at Q. Kt.'s square
Kt. at K. Kt.'s fourth	B. at K. R.'s third
Pawn at K. R.'s fifth	B. at Q. Kt.'s second
	Pawns at K. R.'s second, K. Kt.'s second, K. Kt.'s sixth, K. B.'s sixth, K.'s seventh, Q.'s fourth, and Q. B.'s fourth

White to move, and mate in five moves.

By Azevedo.

No. 209.

White.	*Black.*
K. at Q. B.'s third	K. at Q. R.'s sixth
R. at Q.'s fifth	R. at K. B.'s second
R. at Q.'s sixth	R. at Q. Kt.'s fifth

White.	*Black.*
Pawns at K. Kt.'s third, K. B.'s fourth, K.'s fourth, and Q. B.'s fourth	B. at K. R.'s second Pawns at K. R.'s third, K. Kt.'s second, Q. Kt.'s second, and Q. R.'s third

White, playing first, mates in three moves.

By M. CALVI.

No. 210.

White.	*Black.*
K. at Q.'s eighth	K. at his B.'s fourth
Q. at K. R.'s fourth	Q. at K. Kt.'s second
Kt. at K. B.'s seventh	R. at K. R.'s sixth
Kt. at Q.'s fifth	R. at K. B.'s sixth
Pawns at K.'s third, K.'s seventh, Q. B.'s second, and Q. Kt.'s fifth	B. at K.'s third Pawns at K. R.'s third, K.'s fourth, K.'s fifth, and Q. B.'s fourth

White, playing first, to mate in four moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 141.

White.	*Black.*
1. Q. to her B.'s square (check)	1. Kt. from Q. Kt.'s eighth to Q.'s seventh (best)
2. Q. to K. Kt.'s square (check)	2. K. to K. B.'s fifth
3. Q. takes Q. P. (check)	3. Kt. interposes (best) (*a*)
4. K. P. one (check)	4. Kt. takes P.
5. Q. takes K. P. (check)	5. Q. takes Q.
6. Kt. to K.'s sixth (check)	6. B. takes Kt.
7. B. takes Q., CHECKMATE.	

No. 142.

White.	*Black.*
1. Q. to R.'s second (check)	1. B. takes Q. (best)
2. Kt. to Kt.'s seventh (check)	2. K. to R.'s third, or (A)
3. Kt. takes Q. B. P. (check)	3. K. to R.'s fourth
4. Q. Kt. P. two, CHECKMATE.	

(A)

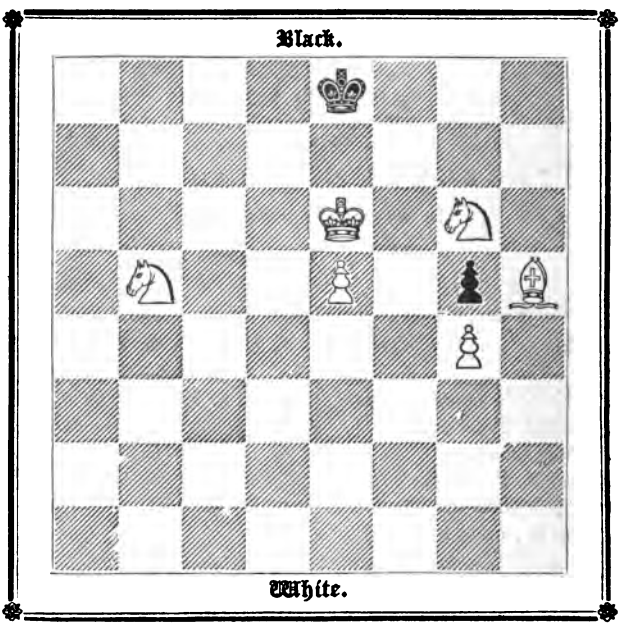
White.	*Black.*
	2. K. to R.'s fifth
3. Kt. takes Q. B. P. (check)	3. P. takes Kt.
4. R. to Q. R.'s sixth, MATE.	

(*a*) If Black interpose the Bishop, mate may be given in six, instead of seven moves, and if he take the Queen with the King's Pawn, the Knight takes the Bishop, checkmating at once.

PROBLEM, No. 144.

By Mr. S. A——s.

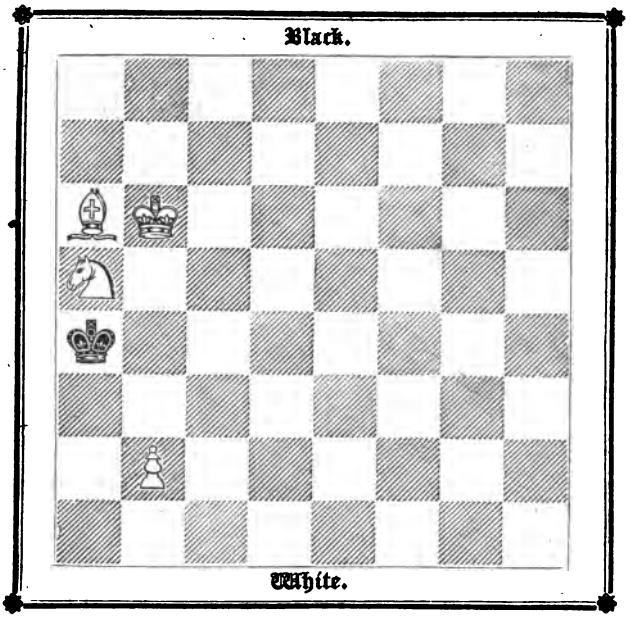
White, playing first, to mate with a Pawn in five moves.



PROBLEM, No. 145.

By M. D'ORVILLE.

White to play, and mate in seven moves.



GAME CCCCLXXIX.

Between MM. H——T and H——, two of the most distinguished Players in Berlin.

White. (Mr. H—.)	*Black.* (VON H—T.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. P. one	4. Q. P. one
5. K. R. P. one	5. K. Kt. to B. third
6. Q. B. to K. Kt. fifth	6. K. R. P. one
7. Q. B. to K. R. fourth	7. Q. to K. second
8. Q. R. P. one	8. Q. B. to K. third
9. K. B. to Q. Kt. fifth	9. Castles on Q. side
10. B. takes Kt.	10. P. takes B.
11. Q. Kt. P. two	11. B. to Q. Kt. third
12. Q. B. P. two	12. K. Kt. P. two
13. B. to K. Kt. third	13. Kt. to K. R. fourth
14. B. to K. R. second	14. Kt. to K. B. fifth

White. (M. H—.)	*Black.* (VON H—T.)
15. B. takes Kt.	15. K. P. takes B.
16. Q. Kt. to Q. second	16. K. B. P. two
17. Q. to K. second	17. Q. to K. Kt. second
18. Q. R. to Q. Kt. square	18. K. R. to K. square
19. K. to Q. square	19. K. B. P. takes P.
20. Q. P. takes P.	20. Q. P. one
21. Q. B. P. one	21. Q. P. takes P.
22. Q. to her R. sixth (check)	22. K. to Kt. square
23. P. takes B.	23. Q. B. P. takes P.
24. K. R. to K. square	24. P. takes Kt.
25. P. takes P.	25. Q. to her B. sixth
26. K. R. to K. second	26. B. to Q. B. fifth
27. Q. takes B.	27. R. takes Kt. (check)
28. R. takes R.	28. Q. takes Q.

AND WHITE RESIGNED.

GAME CCCCLXXX.

Between MM. H——T and M——, of the Berlin Chess Club.

White. (VON H—T.)	*Black.* (M. M—.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to Kt. second
5. K. R. P. two	5. K. R. P. one
6. Q. P. two	6. Q. P. one
7. Q. B. P. one	7. K. Kt. P. one
8. Q. B. takes P.	8. P. takes Kt.
9. Q. takes P.	9. Q. B. to K. third
10. Q. Kt. to Q. second	10. B. takes B.
11. Kt. takes B.	11. Q. Kt. to B. third
12. Castles on K.'s side	12. Q. to her second
13. Q. to K. Kt. third	13. K. R. to his second
14. B. takes Q. P.	14. Castles
15. B. to K. B. fourth	15. K. Kt. to B. third
16. Q. P. one	16. K. Kt. takes K. P.
17. P. takes Q. Kt.	17. Q. takes P.
18. Q. to K. R. third (check)	18. K. to Kt. square
19. Q. to K. B. fifth	19. K. R. to his square
20. Q. R. to K. square	20. Kt. takes Q. B. P.
21. Kt. to K. fifth	21. B. takes Kt.
22. B. takes B.	22. K. R. to K. Kt. square
23. K. R. to B. second	23. Kt. to Q. fourth
24. Q. takes B. P.	24. Q. R. P. one

White. (Von H—t.)	*Black.* (M. M—.)
25. B. to Q. fourth	25. Kt. to Q. Kt. fifth
26. Q. R. to K. sixth	26. Q. to her fourth
27. B. to K. fifth	27. Q. to her B. fourth
28. Q. R. to K. seventh	28. Kt. to Q. fourth
29. Q. R. to Q. seventh	29. Q. R. to K. B. square
30. Q. takes Kt.	30. Q. takes R. (check)
31. K. to R. second	31. Q. takes R. P. (check)
32. K. to Kt. square	32. Q. to K. eighth (check)
33. K. to R. second	33. R. takes K. Kt. P. (check)
34. K. takes R.	34. Q. to B. eighth (check)
35. K. to R. second	35. R. to K. B. seventh (check)
36. K. to Kt. third	36. Q. to Kt. eighth (check)
37. K. to R. third	37. Q. to B. eighth (check)
38. K. to R. fourth	38. R. to Q. B. seventh
39. R. to Q. eighth (check)	39. K. to R. second
40. B. to Q. fourth (check)	40. Q. B. P. two
41. B. takes P. (check)	41. R. takes B.
42. Q. takes R. (check)	42. Q. Kt. P. one
43. Q. CHECKMATES.	

GAME CCCCLXXXI.

Between Messrs. C——e and St——n.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third (*a*)
3. Q. P. two	3. Q. B. P. one
4. K. Kt. to B. third	4. K. Kt. takes K. P.
5. Q. P. takes P.	5. Q. P. two
6. P. takes P. *en passant*	6. Kt. takes P. (*b*)
7. K. B. to Q. third	7. K. B. to K. second
8. Castles	8. Castles
9. Q. B. to K. B. fourth	9. Q. B. to K. Kt. fifth
10. Q. Kt. to B. third	10. Q. Kt. P. two
11. K. R. to K. square (*c*)	11. K. to R. square
12. Q. to K. second	12. Q. B. to K. third
13. B. takes Kt.	13. B. takes B.
14. Q. R. to Q. square (*d*)	14. Q. to her B. second
15. K. B. takes K. R. P.	15. K. takes B.
16. Kt. to K. Kt. fifth (check) (*e*)	16. K. to Kt. square
17. Kt. takes Q. B.	17. K. B. takes K. R. P. (check)
18. K. to B. square	18. P. takes Kt.
19. Q. takes P. (check)	19. R. to B. second
20. Kt. to K. fourth	20. B. to K. B. fifth

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
21. K. Kt. P. one	21. K. B. to K. R. third
22. Kt. to Q. B. fifth	22. Q. R. P. two
23. Q. to K. eighth (check)	23. K. to R. second
24. Q. R. to Q. eighth	24. Q. Kt. to R. third
25. Q. to K. fourth (check)	25. K. Kt. P. one
26. R. takes Q. R.	26. Kt. takes Kt.
27. Q. to her fourth	27. B. to K. Kt. second
28. Q. to K. R. fourth (check)	21. B. to R. third
29. R. to K. R. eighth (check)	29. K. takes R.
30. Q. takes B. (check) (*f*)	

AND BLACK RESIGNED.

Notes to Game CCCCLXXXI.

(*a*) This and Black's next move, as a defence to the King's Bishop's game, are deserving more consideration than writers on Chess have hitherto bestowed on them.

(*b*) It would have been better play, perhaps, to have taken the Pawn with his King's Bishop.

(*c*) Threatening to gain a piece, by first taking the Bishop with his Rook, and then the Knight with his Bishop, which Black could not capture without losing his Queen.

(*d*) White might have taken the Queen's Knight's Pawn with his Knight, and have followed that by moving his Bishop to King's fourth, but we believe his move of Queen's Rook to Queen's square decidedly stronger play.

(*e*) By checking with the Queen at her third, White could have won a piece in return for the Bishop sacrificed, and also have had a very fine position.

(*f*) Mr. C—e's brilliant and vigorous style of play is shown to great advantage in the terminating moves of this lively contest.

GAME CCCCLXXXII.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. two	3. K. P. two
4. Q. P. one	4. K. Kt. to B. third
5. Q. B. to K. Kt. fifth	5. K. B. to Q. B. fourth
6. Q. Kt. to B. third	6. Castles
7. K. B. takes P.	7. Q. R. P. one

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
8. K. R. P. one	8. Q. Kt. P. two
9. B. to Q. third	9. Q. Kt. P. one
10. Q. Kt. to K. second	10. K. B. to K. second
11. B. takes Kt.	11. B. takes B.
12. K. Kt. to B. third	12. Q. R. P. one
13. Q. R. to Q. B. square	13. Q. to her third
14. Q. Kt. to K. Kt. third	14. K. Kt. P. one
15. Castles	15. K. to R. square
16. K. Kt. to Q. second	16. K. B. to K. Kt. fourth
17. Q. R. to B. second	17. K. B. takes Kt.
18. Q. takes B.	18. K. B. P. two
19. K. B. P. two	19. K. P. takes P.
20. K. R. takes P.	20. K. Kt. P. one
21. K. R. to K. B. third	21. K. B. P. one
22. Kt. to K. second	22. Q. to K. fourth
23. Q. R. P. one	23. P. takes P.
24. P. takes P.	24. Q. B. to R. third
25. B. takes B.	25. R. takes B.
26. Q. to her fourth	26. Kt. to Q. second
27. Q. R. takes P.	27. Q. takes Q.
28. Kt. takes Q.	28. Kt. to K. B. third
29. Kt. to K. sixth	29. K. R. to K. Kt. square
30. K. R. to Q. Kt. third	30. Kt. takes K. P.
31. K. R. to Q. Kt. seventh	31. Kt. to K. B. third
32. Q. R. to K. B. seventh	

AND WHITE ABANDONED THE GAME.

GAME CCCCLXXXIII.

Between the same Players.

White. (Mr. C—e.)	*Black.* (Mr. St—n.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. one
3. Q. Kt. to B. third	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. K. B. to Q. third
5. K. B. to Q. third	5. K. Kt. to K. second
6. K. B. to Q. B. second	6. K. Kt. to Kt. third
7. K. Kt. P. one	7. Q. Kt. P. one
8. Castles	8. Q. B. to Kt. second
9. Q. P. two	9. P. takes P.
10. Kt. takes P.	10. K. B. to Q. B. fourth
11. Q. B. to K. third	11. Q. Kt. to his fifth
12. K. Kt. to Q. Kt. fifth	12. Castles
13. B. takes B.	13. P. takes B.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
14. K. Kt. to Q. sixth	14. Kt. takes B.
15. Kt. takes B.	15. Q. to her B. second
16. Q. takes Kt.	16. Q. takes Kt.
17. Kt. to Kt. fifth	17. Q. P. two
18. K. P. takes P.	18. P. takes P.
19. K. B. P. two	19. Q. R. to Q. square (*a*)
20. Q. to K. Kt. second	20. Q. to her Kt. third
21. Q. R. to K. square	21. K. B. P. one (*b*)
22. Kt. to Q. B. third	22. P. takes P.
23. K. R. P. two	23. Q. to her B. second
24. K. R. P. one	24. Kt. to K. second
25. Q. to K. fourth	25. K. R. to B. second
26. Q. takes P. at her B. fourth	26. Kt. to K. B. fourth
27. K. R. to B. third	27. Q. to her B. third
28. Q. to K. fourth	28. Q. takes Q.
29. R. takes Q.	29. K. R. to Q. second
30. K. Kt. P. one	30. Kt. to K. R. third (*c*)
31. K. Kt. P. one	31. Kt. to B. fourth
32. Q. R. to Q. B. fourth	32. Kt. to K. R. fifth
33. K. R. to R. third	33. P. takes P.
34. P. takes P.	34. Kt. to K. B. fourth
35. Q. R. takes P.	35. Kt. to Q. fifth
36. K. R. to K. third	36. R. to K. B. second
37. K. to Kt. second	37. Q. R. to K. B. square
38. Kt. to K. fourth	38. Kt. to K. third
39. Kt. to B. sixth (check)	39. R. takes Kt.
40. P. takes R.	40. Kt. takes R.

AND WHITE RESIGNED.

Notes to Game CCCCLXXXIII.

(*a*) Advancing the Queen's Pawn would have been better play.

(*b*) Feebly played.

(*c*) Knight to Queen's fifth would, perhaps, have been a stronger move.

GAME CCCCLXXXIV.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. two
3. Q. Kt. to B. third	3. Q. Kt. to B. third
4. K. B. to Q. third	4. K. Kt. to B. third
5. K. Kt. to K. second	5. K. B. to Q. third

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
6. Castles	6. Castles
7. Q. Kt. to Q. fifth	7. Q. Kt. to Q. fifth
8. Kt. takes Q. Kt.	8. Q. B. P. takes Kt.
9. Q. R. P. one	9. Q. Kt. P. one
10. Q. Kt. P. two	10. B. to Q. Kt. second
11. Q. to K. B. third	11. B. takes Kt.
12. Q. B. P. takes B.	12. Q. R. to Q. B. square
13. Q. B. to Kt. second	13. K. R. P. one
14. K. Kt. P. one	14. K. Kt. to R. second
15. Q. to K. R. fifth	15. Q. to K. second
16. K. B. P. two	16. Kt. to K. B. third
17. Q. to K. B. third	17. Q. R. P. two
18. Q. Kt. P. one	18. K. R. to K. square
19. K. R. to K. square	19. Kt. to K. R. second
20. K. to Kt. second	20. Kt. to K. B. square
21. K. R. to K. second	21. K. P. takes K. B. P. (*a*)
22. K. P. one (*b*)	22. B. to Q. B. fourth
23. K. Kt. P. takes P.	23. Kt. to Kt. third
24. K. B. takes Kt.	24. K. B. P. takes B.
25. K. to R. square	25. Q. P. one
26. Q. to K. fourth	26. Q. to K. R. fifth
27. B. takes P.	27. B. takes B.
28. Q. takes B.	28. Q. P. takes P.
29. R. takes P.	29. K. R. to K. B. square
30. P. to Q. sixth	30. K. R. takes P.
31. P. to Q. seventh	31. Q. R. to Q. B. eighth (ch.) (*c*)
32. R. takes R.	32. R. takes Q.

AND BLACK WON THE GAME.

Notes to Game CCCCLXXXIV.

(*a*) This hasty and ill-judged move, made under the impression that White must take the Pawn, ought to have cost Black the Game.

(*b*) If White had taken the Pawn with his Knight's Pawn, Black would have won the game without much difficulty.

(*c*) Well played.

GAME CCCCLXXXV.

Between the same Players.

Black. (Mr. ST—N.)	*White.* (Mr. C—E.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. Q. B. P. one

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. K. Kt. to B. third	4. P. takes P.
5. K. P. two	5. Q. Kt. P. two
6. Q. B. to K. Kt. fifth	6. Q. Kt. P. one
7. B. takes Kt. (*a*)	7. P. takes Kt.
8. B. to K. fourth	8. K. B. P. one
9. B. takes Kt.	9. P. takes Q. Kt. P.
10. Q. R. to Kt. square	10. Q. to her R. fourth (check)
11. Kt. to Q. second	11. R. takes B.
12. B. takes P.	12. Q. to her B. sixth
13. Q. checks (*b*)	13. K. to Q. square
14. Q. to K. B. third	14. Q. takes Q.
15. P. takes Q.	15. K. P. one
16. B. to Q. Kt. third	16. Q. R. P. two
17. K. to his second	17. K. Kt. P. one
18. K. to Q. third	18. K. B. to K. R. third
19. K. to Q. B. second	19. R. to Q. Kt. fifth
20. Kt. to Q. B. fourth	20. Q. R. P. one
21. K. to Q. B. third	21. K. B. to his square
22. B. to Q. B. second	22. R. takes Kt. (check)
23. K. takes R.	23. Q. R. P. one
24. P. to K. B. fourth	24. K. to Q. second
25. K. R. P. two	25. Q. B. to R. third (check)
26. K. to Q. B. third	26. K. B. to K. second
27. B. to Q. Kt. third	27. R. to Q. Kt. square
28. K. to B. second	28. K. B. to Q. Kt. fifth
29. K. R. P. one	29. K. Kt. P. one
30. P. to K. B. fifth	30. P. takes P.
31. K. P. takes P.	31. Q. B. to K. seventh
32. K. R. to his third	32. Q. B. to K. Kt. fifth
33. B. to K. sixth (check)	33. K. to Q. third
34. K. R. to Q. Kt. third	34. R. to Q. Kt. fourth
35. K. B. P. one	35. B. to K. R. sixth (*c*)
36. Q. R. to K. R. square	36. K. Kt. P. one
37. P. takes P. (*d*)	37. Q. B. to K. Kt. seventh
38. Q. R. to Q. square	38. B. to K. fifth (check)
39. Q. R. to Q. third	39. K. B. to Q. B. sixth (*e*)

AND BLACK CANNOT SAVE THE GAME.

Note to Game CCCCLXXXV.

(*a*) The opening moves of this game betoken great carelessness on the part of the first player.

(*b*) With the view of playing his Queen to her Bishop's fifth, if the adverse King be not moved.

(*c*) It would have been injudicious play for Black to have taken the King's Rook's Pawn.

(*d*) Black loses the game by this heedless move; if he had played his Rook to King's Knight's square, the contest must speedily have terminated in his favour.

(*e*) This position is very curious, and well deserves examination.

GAME CCCCLXXXVI.

Between the same Players.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. Kt. takes P.
4. Kt. takes Kt.	4. P. takes Kt.
5. K. B. to Q. B. fourth	5. K. Kt. to B. third
6. Castles	6. Q. P. one
7. Q. takes P.	7. Q. B. to K. third
8. B. takes B.	8. P. takes B.
9. K. P. one	9. P. takes P.
10. Q. takes P.	10. Q. to her third
11. Q. to her Kt. fifth (check)	11. Q. to B. third
12. Q. takes Q.	12. P. takes Q.
13. Q. Kt. to B. third	13. K. B. to Q. third
14. R. to K. square	14. K. to his B. second
15. Kt. to K. fourth	15. K. R. P. one
16. B. to Q. second	16. K. R. to Q. square
17. B. to his third	17. Kt. to Q. fourth
18. Q. R. P. one	18. Q. R. to Q. Kt. square
19. Q. Kt. P. two	19. Kt. to Q. Kt. third
20. B. to Kt. second	20. Kt. to B. fifth
21. Kt. takes B. (check)	21. R. takes Kt.
22. B. to his third	22. Q. R. to Q. Kt. fourth
23. K. R. to K. fourth	23. Q. R. to Q. fourth
24. K. Kt. P. one	24. R. to Q. eighth (check)
25. R. takes R.	25. R. takes R. (check)
26. K. to Kt. second	26. Kt. takes Q. R. P.
27. R. to K. Kt. fourth	27. K. Kt. P. two
28. K. R. P. two	28. R. to Q. fourth
29. B. to Q. Kt. second	29. Kt. takes Q. B. P.
30. R. to Q. B. fourth	30. Kt. to K. eighth (check)
31. K. to B. square	31. Kt. to Q. sixth
32. B. to his third	32. P. to Q. B. fourth
33. Q. Kt. P. one	33. R. to K. B. fourth
34. K. to his second	34. Kt. takes K. B. P.
35. K. Kt. P. one	35. Kt. takes K. Kt. P.
36. R. takes Kt.	36. K. to his second

AND BLACK ULTIMATELY WON THE GAME.

GAME CCCCLXXXVII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 74th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. K. P. one
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. K. B. P. one
6. K. B. to Q. third	6. Q. to her Kt. third
7. K. B. to Q. B. second	7. Q. B. to Q. second
8. Castles	8. K. Kt. to R. third
9. K. to R. square	9. K. B. to K. second
10. Q. P. two	10. K. B. P. one
11. Q. R. P. one	11. Q. R. P. two
12. K. R. P. one	12. Castles on K.'s side
13. K. Kt. P. two (*a*)	13. P. takes K. Kt. P.
14. K. R. P. takes P.	14. Q. B. to K. square (*b*)
15. K. B. P.	15. K. Kt. takes Kt. P.
16. K. B. P. one	16. Kt. P. takes P.
17. K. P. takes P.	17. K. B. takes P.
18. K. R. to K. Kt. square	18. K. R. P. two
19. Q. to her third	19. Q. to her B. second
20. B. to K. R. sixth	20. Q. B. P. one
21. Q. to K. second	21. K. B. to Kt. second
22. B. takes B.	22. R. takes Kt. (*c*)
23. R. takes Kt.	23. P. takes R.
24. Q. takes K. P. (check)	24. Q. to B. second
25. Q. takes Q. (check)	25. B. takes Q.

AND BLACK ABANDONED THE GAME.

Notes to Game CCCCLXXXVII.

(*a*) Black compromises his game by this move.

(*b*) Much better play than taking the Pawn with his Knight.

(*c*) Well played.

GAME CCCCLXXXVIII.

Between the same Players.—(Game 75th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. B. to Kt. second	9. K. Kt. to B. third
10. K. P. one	10. P. takes P.
11. Q. P. one	11. Q. Kt. to K. second
12. Q. B. takes P.	12. Castles
13. B. takes Kt.	13. P. takes B.
14. Q. Kt. to B. third	14. P. to K. B. fourth
15. Q. to her second	15. K. to R. square
16. Q. R. to K. square	16. Kt. to K. Kt. third
17. Q. to K. R. sixth	17. Q. to K. B. third
18. Kt. to K. fifth	18. Q. to K. Kt. second
19. Kt. takes Kt. (check)	19. K. B. P. takes Kt.
20. Q. takes Q. (check)	20. K. takes Q.
21. R. to K. seventh (check)	21. K. to R. third
22. Kt. to Q. Kt. fifth	22. Q. B. P. one
23. P. takes P.	23. P. takes P.
24. Kt. to Q. sixth	24. K. B. to Q. B. fourth
25. Kt. to K. B. seventh (check)	25. K. to Kt. second
26. Q. R. to Q. B. seventh	26. K. B. to Q. Kt. third
27. Q. R. to K. seventh	27. K. to B. third
28. K. R. to K. square	28. K. B. to Q. R. fourth
29. K. R. to K. second	29. Q. R. to Q. Kt. square
30. K. R. P. two	30. Q. R. checks
31. K. to R. second	31. K. B. to Q. Kt. fifth
32. Q. R. to Q. B. seventh	32. R. to Q. B. eighth
33. Q. R. takes P. (check)	33. K. to Kt. second
34. Kt. to K. Kt. fifth	34. Q. B. to Q. second
35. Kt. to K. sixth (check)	35. K. to R. third
36. R. to Q. R. sixth	36. Q. R. takes B.
37. Kt. takes K. R.	37. B. takes Kt.
38. R. takes Q. R. P.	38. R. takes P. (check)
39. K. to Kt. third	39. K. B. P. one (check)
40. K. to B. third	40. B. to Q. B. third (check)
41. R. to K. fourth	41. B. takes R. (check)
42. K. takes B.	42. B. to Q. B. fourth

AND WHITE RESIGNED.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. M'G——E.

No. 135.

White.	*Black.*
K. at his square	K. at his sixth
B. at Q. Kt.'s second	Pawns at K. Kt. fourth, K. B.'s fifth, K.'s third, Q.'s third, and Q. R.'s sixth
Kt. at K. B.'s sixth	
Pawns at K. Kt.'s fourth, K. B.'s third, K.'s second, and Q. R.'s second	

White, playing first, to mate in three moves.

No. 136.

White.	*Black.*
K. at his R.'s third	K. at his B. fourth
Q. at K. Kt.'s eighth	Q. at her R.'s square
B. at Q. B.'s square	B. at K.'s eighth
Kt. at K.'s fourth	Kt. at Q. B.'s second
Pawn at Q. R.'s second	Pawns at K. R.'s second, K. B.'s third, and K. B.'s seventh

White to play and mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 133.

White.	*Black.*
1. B. to K. R.'s sixth	1. K. to R.'s fifth
2. K. B. P. two	2. K. to Kt.'s fifth
3. K. R. P. one (check)	3. K. to R.'s fifth
4. B. to Kt.'s fifth, CHECKMATE.	

No. 134.

White.	*Black.*
1. K. to Q.'s third	1. P. takes P. (best)
2. P. takes P.	2. R. to Q.'s third (check) (best)
3. K. to his third	3. R. to Q.'s sixth (check), his only move to delay the mate.
4. K. takes R.	

And the Rook mates next move.

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

By M. Le Chevalier de Brevannes.

No. 211.

White.	*Black.*
K. at Q. Kt.'s fourth	K. at Q. R.'s square
Q. at her B.'s seventh	Pawns at Q.'s third, and Q. Kt.'s third
R. at Q. Kt.'s square	
R. at Q. R.'s square	
B. at Q. R.'s third	
B. at K. Kt.'s eighth	
Pawns at Q.'s second, and Q. Kt.'s second	

White, playing first, compels his adversary to stalemate him in six moves.

In the four following Problems White plays first, and gives mate in six moves.

By M. D'Orville.

No. 212.

White.	*Black.*
K. at his R.'s square	K. at Q. R.'s fourth
Q. at her R.'s second	Q. at her fifth
R. at Q. Kt.'s fourth	R. at K. Kt.'s square
B. at Q. R.'s fourth	R. at K. Kt.'s sixth
P. at Q.'s second	B. at K.'s second

No. 213.

White.	*Black.*
K. at Q.'s third	K. at Q. R.'s third
Q. at K.'s seventh	Q. at her R.'s square
R. at K.'s second	R. at Q. B.'s third
R. at K. R.'s square	R. at K.'s square
Kt. at K. B.'s fourth	Kt. at K. Kt.'s fourth
	Pawns at Q. Kt.'s fourth, Q.'s third, and K. R.'s third

No. 214.

White.	*Black.*
K. at Q. R.'s square	K. at Q. Kt.'s fifth
B. at Q. Kt.'s seventh	
Kt. at Q. R.'s fourth	
Kt. at Q. Kt.'s second	

No. 215.

White.	*Black.*
K. at Q. Kt.'s sixth	K. at Q. B.'s fifth
B. at K.'s fourth	Pawn at Q. B.'s fourth
Kt. at Q. Kt.'s fourth	
Kt. at Q.'s fourth	
Pawn at Q. Kt.'s second	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 143.

White.	*Black.*
1. Q. to K. Kt.'s fifth	1. K. to his R.'s square
2. Q. to K.'s seventh	2. K. to his Kt.'s square
3. P. two	3. K. to R.'s square
4. P. one	4. K. to Kt.'s square
5. P. one	5. K. to R.'s square
6. Q. MATES.	

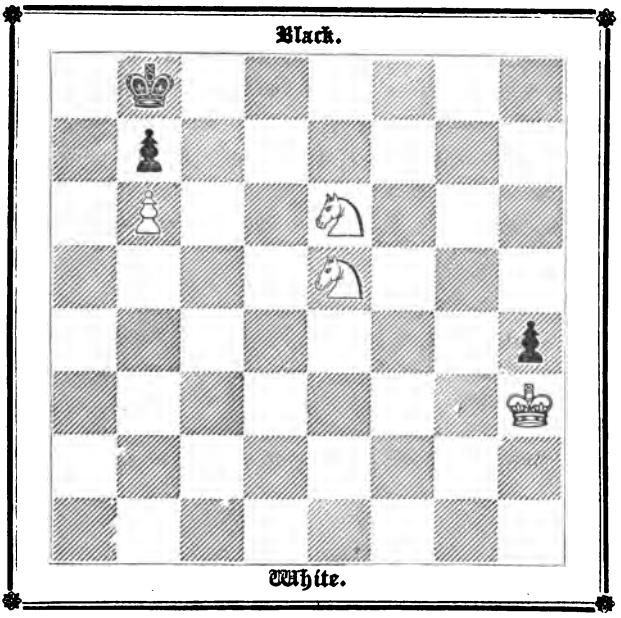
No. 144.

White.	*Black.*
1. Kt. to Q. R.'s seventh	1. K. to Q.'s square
2. K. to Q.'s sixth	2. K. to his square
3. K. P. one	3. K. to Q. square
4. Kt. to K. B.'s fourth	4. P. takes Kt.
5. K. P. one (CHECKMATE).	

PROBLEM, No. 146.

By M. D'ORVILLE.

White to play, and mate in seven moves.



TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

Liverpool Chess Club, 28th September, 1842.

SIR,—I beg to inform you that, in conformity with the Resolutions passed at the General Meeting, held on the 26th instant, an arrangement has been concluded with the Council of the Medical Institution, (Mount Pleasant), in virtue of which, the Red Room in that building will be appropriated to the use of the Liverpool Chess Club, on Monday Evenings, from the hours of Five to Eleven, commencing on Monday the 3rd of October.

The Meetings on Thursday Evening will be discontinued in future.

I have the honour to be, Sir,

Your obedient Servant,

G. S. SPRECKLEY, *Hon. Sec.*

THE ROOK AND KNIGHT AGAINST THE ROOK.

An intelligent correspondent, Mr. C. F——, of Carlow, in allusion to some positions which he has forwarded to us, wherein the Rook and Knight win against the Rook alone, remarks,—"It has been considered so completely an axiom, that a Rook draws the game against a Rook and Knight, that we do not find it even alluded to by Chess Authors.* The instances in which the latter win are, however, numerous; nor, in many cases, is it even necessary to confine the King to the extreme squares of the board to ensure success." Among the situations presented by Mr. C. F——, to illustrate his proposition, are the following:—

FIRST POSITION.

White.	*Black.*
K. at his B.'s sixth	K. at his B.'s square
R. at K. Kt.'s second	R. at Q. B.'s fourth
Kt. at Q. B.'s second	

White to play, and force a won game in six moves.

SECOND POSITION.

White.	*Black.*
K. at his B.'s fifth	K. at his B.'s second
R. at Q. B.'s second	R. at Q. Kt.'s fourth
Kt. at Q.'s fifth	

White to move, and mate in ten moves.

The Solutions shall be given in our next.

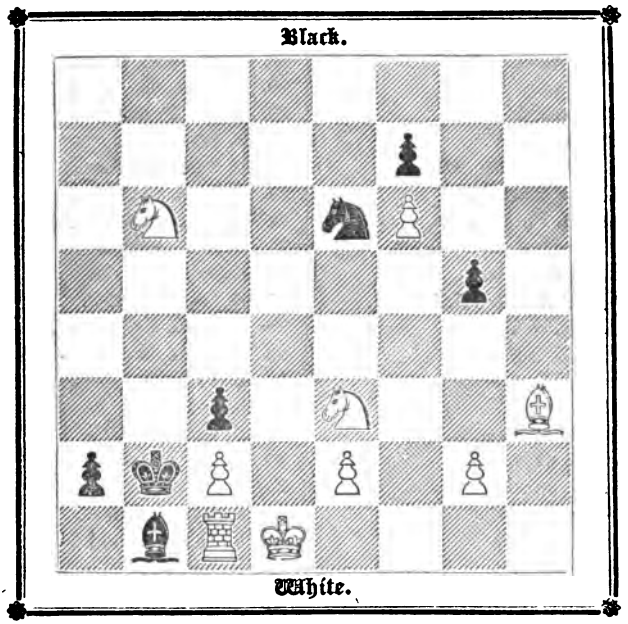
---

* *Our correspondent is mistaken in supposing that this termination of a game is not mentioned by Chess writers. We find Carrera adverts to it, but he gives no positions, and dismisses it very summarily.*—[Ed.

PROBLEM, No. 147.

By Mr. M'G—E.

In this position Mr. M'G. [White], having the move, undertook to compel his opponent to mate him in eight moves.



GAME CCCCLXXXIX.

Between Mr. WILLIAMS, of Bristol, and a leading Metropolitan Player, the latter giving the odds of the "Pawn and Move."

(*Remove White's K. B.'s P. from the board.*)

Black. (Mr. W—MS.)	*White.* (Mr. ——.)
1. K. P. two	1. K. P. one.
2. Q. P. two	2. Q. B. P. one
3. Q. B. P. two	3. Q. P. one
4. Q. Kt. to B. third	4. K. B. to K. second
5. K. B. to Q. third	5. K. P. one
6. Q. P. one	6. K. Kt. to B. third
7. K. B. P. two (*a*)	7. P. takes P.
8. B. takes P.	8. Q. B. P. one
9. K. Kt. to B. third	9. K. Kt. to R. fourth
10. Q. to her second	10. Castles
11. Q. Kt. to K. second	11. Q. Kt. to Q. second

Black. (Mr W—M.)	*White.* (Mr. ——.)
12. Castles on K.'s side	12. Kt. takes B.
13. Kt. takes Kt.	13. Kt. to K. fourth
14. Q. R. to K. square	14. K. Kt. P. two
15. Kt. to R. fifth	15. Kt. takes B. (*b*)
16. Q. takes Kt.	16. Q. to K. square
17. Kt. to Kt. third	17. Q. to K. Kt. third
18. Q. R. to Q. square.	18. Q. B. to Q. second (*c*)
19. K. P. one	19. Q. takes Q..
20. R. takes Q.	20. K. Kt. P. one
21. P. takes Q. P.	21. B. takes P.
22. K. Kt. to R. fourth	22. R. takes R. (check)
23. Q. Kt. takes R.	23. B. to K. fourth
24. Q. Kt. P. one	24. B. to Q. fifth (check)
25. K. to R. square	25. R. to K. square
26. R. to Q. square	26. R. to K. seventh
27. Q. Kt. to Kt. third	27. R. takes Q. R. P.
28. K. Kt. to B. fifth	28. R. to K. Kt. seventh
29. Kt. takes K. B.	29. P. takes Kt.
30. Kt. to K. fourth	30. B. to K. B. fourth
31. Q. P. one (*d*)	31. K. to B. second
32. Kt. to Q. B. fifth	32. R. to K. seventh
33. K. to Kt. square	33. Q. Kt. P. one
34. Q. P. one	34. B. takes P. (*e*)
35. Kt. takes B.	35. R. to Kt. fifth
36. Q. B. P. one	36. K. to his second
37. P. takes P.	37. K. takes Kt.
38. P. takes P.	38. R. to K. square
39. R. takes P. (check)	39. K. to Q. B. second
40. R. takes P.	40. R. to Q. R. square
41. R. to K. Kt. seventh (check)	41. K. to Q. Kt. third
42. R. takes P.	

AND WHITE RESIGNED.

Notes to Game CCCCLXXXIX.

(*a*) The opening moves are well played by Black.

(*b*) "Knight takes Knight (check)" we should have preferred.

(*c*) K. Kt.'s P. one, would have been more forcible.

(*d*) A good move.

(*e*) If White had played his K. to K.'s second, Black, by taking the Pawn with his Rook, must have won easily.

GAME CCCCXC.

Between Mr. WILLIAMS and another Amateur of Bristol, Mr. W. giving the Pawn and two moves.

White. (Rev. H. B—.)	*Black.* (E. W—s.)
1. K. and Q. P. two	1. K. P. one
2. K. B. to Q. third	2. Q. B. P. two
3. K. P. one	3. K. Kt. P. one
4. K. R. P. two	4. K. Kt. to R. third
5. K. R. P. one	5. K. Kt. P. one
6. K. Kt. to B. third	6. K. B. to K. second
7. Q. B. P. one	7. P. takes P.
8. P. takes P.	8. Q. Kt. to B. third
9. Q. R. P. one	9. K. Kt. to B. second
10. K. R. P. one	10. Q. to Q. Kt. third
11. B. to K. fourth	11. Q. P. two
12. P. takes P. (*en pass.*)	12. Kt. takes P.
13. B. takes Q. Kt. (check)	13. Q. takes B.
14. B. takes Kt. P.	14. B. takes B.
15. Kt. takes B.	15. Castles
16. Q. to K. Kt. fourth	16. Q. to Q. B. eighth (check)
17. Q. to Q. square	17. Q. takes Kt., and WINS.

GAME CCCCXCI.

By the same Players.

White. (Rev. H. B—.)	*Black.* (Mr. E. W—s.)
1. K. and Q. P. two	1. K. P. one
2. K. B. to Q. third	2. Q. B. P. two
3. K. P. one	3. K. Kt. P. one
4. Q. to K. Kt. fourth	4. K. Kt. to K. second
5. Q. B. P. one	5. P. takes P.
6. P. takes P.	6. Q. Kt. to B. third
7. K. Kt. to B. third	7. K. B. to Kt. second
8. Castles	8. Castles
9. K. R. P. two	9. K. Kt. to B. fourth
10. B. takes Kt.	10. R. takes B.
11. Q. Kt. to B. third	11. Q. P. one
12. P. takes P.	12. Q. takes P.
13. Q. B. to K. third	13. K. P. one
14. P. takes P.	14. Kt. takes P.
15. Kt. takes Kt.	15. B. takes Kt.
16. Q. R. to Q.	16. Q. to Q. B. second
17. Kt. to Q. fifth	17. B. to R. seventh (check)
18. K. to R. square	18. R. takes Kt.
19. Q. to K. fourth	19. R. takes R.
20. R. takes R.	20. B. to K. fourth

White. (Rev. H. B—.)	*Black.* (Mr. E. W—s.)
21. Q. to Q. fifth (check)	21. K. to Kt. second
22. K. Kt. P. one	22. Q. to K. second
23. B. to K. Kt. fifth	23. Q. to K. third
24. Q. to Q. eighth	24. Q. Kt. P. one
25. K. to Kt. square	25. K. R. P. one
26. B. to K. seventh	26. Q. B. to Kt. second
27. B. to B. eighth (check)	27. K. to Kt. square
28. Q. to Q. seventh	28. Q. takes Q.
29. R. takes Q.	29. Q. B. to B. third
30. R. to K. seventh	30. R. to Q. square
31. K. to B. square	31. K. takes B.
32. R. takes B.	32. B. to K. B. sixth, and WINS.

GAME CCCCXCII.

By the same Players.

White. (Rev. H. B—.)	*Black.* (Mr. W—s.)
1. K. and Q. P. two	1. K. P. one
2. Q. B. P. two	2. K. B. checks
3. Kt. to B. third	3. K. Kt. to K. second
4. Q. checks	4. Kt. to K. Kt. third
5. K. Kt. to B. third	5. Q. to K. B. third (*a*)
6. Q. B. to K. Kt. fifth	6. Q. to K. B. second
7. K. B. to Q. third	7. K. P. one
8. P. takes P.	8. Kt. takes P.
9. Q. takes Q. (check)	9. Kt. takes Q.
10. Castles	10. B. takes Kt.
11. P. takes B.	11. Q. P. one
12. Q. B. to K. third	12. Q. B. to K. Kt. fifth
13. Kt. to Q. third	13. Kt. to K. fourth
14. K. B. to Q. B. second	14. B. to K. seventh
15. K. R. to Q. Kt. square	15. Q. Kt. P. one
16. P. to Q. B. fifth	16. Q. Kt. P. takes P.
17. K. R. to Kt. seventh	17. K. to B. third
18. Q. R. to K. square	18. B. to Q. B. second
19. K. R. to Q. Kt. square	19. Q. Kt. to B. third
20. Kt. to Kt. third	20. Kt. to Q. sixth
21. B. takes Kt.	21. B. takes B.
22. R. to Q. square	22. B. takes P.
23. Kt. takes P. (check)	

AND BLACK RESIGNS.

Note to Game CCCCXCII.

(*a*) This move is preferable to Castling.

GAME CCCCXCIII.

Between Messrs. H——N and WILLIAMS, two of the best players in the Bristol Chess Club.

Black. (Mr. W—S.)	*White.* (Mr. H—N.)
1. K. B. P. two	1. K. B. P. two
2. Q. P. two	2. Q. P. two
3. K. Kt. to B. third	3. Q. B. P. two
4. K. P. one	4. K. P. one
5. K. B. to Q. third	5. Q. B. P. one
6. B. to K. second	6. K. Kt. to B. third
7. Castles	7. Q. B. to Q. second
8. Q. Kt. P. one	8. Q. Kt. P. two
9. P. takes P.	9. Kt. P. takes P.
10. Kt. to K. fifth	10. Q. Kt. to B. third
11. B. to K. R. fifth (check)	11. K. Kt. P. one
12. Kt. takes K. Kt. P.	12. P. takes Kt.
13. B. takes P. (check)	13. K. to K. second
14. Q. B. to Q. R. third (check), and MATES next move.	

GAME CCCCXCIV.

Lively skirmish between Mr. J. B——N and a Provincial Amateur.

White. (Mr. ——.)	*Black.* (Mr. J. B—N.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. P. two (*a*)
3. K. B. takes Kt.	3. R. takes B.
4. P. takes P.	4. Q. P. two
5. Q. to K. R. fifth (check)	5. K. Kt. P. one
6. P. takes P.	6. R. takes P.
7. K. Kt. to B. third	7. Q. B. to K. Kt. fifth
8. Q. takes K. R. P.	8. Q. to K. B. third
9. Q. P. one	9. K. P. one
10. Q. P. takes K. P.	10. P. takes P.
11. K. Kt. to K. R. fourth	11. R. to K. Kt. second
12. Q. to K. R. sixth	12. R. to Q. second

AND WHITE RESIGNED.

Note to Game CCCCXCIV.

(*a*) The student will find this defence analysed at great length in the first part of Mr. Lewis's recently published Treatise.

GAME CCCCXCV.

Between Messrs. C——E and ST——N.

White. (Mr. C—E.)	*Black.* (Mr. ST—N.)
1. K. P. two	1. Q. B. P. two
2. Q. B. P. two	2. K. P. one
3. Q. Kt. to B. third	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. K. B. to Q. third
5. K. B. to Q. third	5. Q. R. P. one
6. Castles	6. K. Kt. to K. second
7. Q. Kt. P. one	7. K. Kt. to Kt. third
8. K. Kt. P. one	8. Q. Kt. P. one
9. Q. B. to Q. Kt. second	9. Q. B. to Q. Kt. second
10. Q. to K. second	10. Castles.
11. Q. Kt. to Q. square	11. Q. Kt. to K. fourth
12. Kt. takes Kt.	12. B. takes Kt.
13. B. takes B.	13. Kt. takes B.
14. Kt. to Q. B. third	14. Kt. to Q. B. third (*a*)
15. K. B. P. two	15. Kt. to Q. fifth
16. Q. to K. third	16. K. B. P. two
17. Kt. to K. second	17. K. B. P. takes P.
18. B. takes P.	18. B. takes B.
19. Kt. takes Kt.	19. B. to Q. Kt. second
20. Kt. to K. B. third	20. Q. to K. B. third
21. Q. R. to K. square	21. Q. R. to K. square
22. Q. to her third	22. Q. P. two
23. Q. R. to K. fifth	23. Q. P. takes P.
24. P. takes P.	24. Q. R. to Q. square
25. Q. to K. third	25. Q. R. to Q. third
26. K. R. to K. square (*b*)	26. K. R. P. one
27. K. to B. second	27. B. takes Kt.
28. K. takes B.	28. Q. to her square (*c*)
29. Q. to K. fourth	29. Q. R. to Q. fifth
30. Q. to her B. sixth	30. Q. R. to Q. third
31. Q. to K. fourth	31. K. R. to K. B. third
32. K. R. to K. third	32. Q. R. to Q. fifth
33. Q. to her B. sixth	33. Q. to K. B. square (*d*)
34. K. to his second (*e*)	34. Q. to K. B. second
35. Q. P. one	35. K. to R. second
36. Q. takes Q. Kt. P.	36. Q. R. to Q. second
37. Q. takes Q. B. P.	37. Q. to K. square
38. Q. R. takes K. P.	38. R. takes R.
39. Q. to K. B. fifth (check)	39. Q. to Kt. third
40. Q. takes R.	40. Q. to K. R. fourth (check)
41. K. to his square	41. Q. to Q. R. fourth (check)
42. K. to his B. second	

AND BLACK RESIGNED.

Notes to Game CCCCXCV.

(*a*) Black would perhaps have had a stronger position, by taking off the adverse Bishop.

(*b*) Knight to King's Knight's fifth would have been better play.

(*c*) At this stage Black has a position, which, with ordinary care, ought to have ensured him the game.

(*d*) This move loses the game.

(*e* Well played.

GAME CCCCXCVI.

Between the same Players.

Black. (Mr. St—n.)	*White.* (Mr. C—e.)
1. K. B. P. two	1. Q. P. two
2. Q. P. two	2. Q. B. P. two
3. Q. B. P. one	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. K. P. one
5. K. P. one	5. K. Kt. to B. third
6. K. B. to Q. third	6. K. Kt. to K. fifth.
7. Castles	7. K. B. P. two
8. K. B. to Q. Kt. fifth	8. Q. B. to Q. second
9. Q. Kt. to Q. second	9. P. takes P.
10. B. takes Kt.	10. B. takes B.
11. Q. B. P. takes P.	11. B. to K. second
12. Kt. takes Kt.	12. B. P. takes Kt.
13. Kt. to K. fifth	13. Castles
14. B. to Q. second	14. B. to Q. third
15. Q. to K. Kt. fourth	15. Q. to K. second
16. Q. R. P. one	16. Q. R. P. two
17. Q. Kt. P. two	17. B. takes Kt.
18. B. P. takes B.	18. Q. Kt. P. one
19. P. takes P.	19. P. takes P.
20. R. takes R. (check)	20. K. takes R.
21. R. to Q. B. square	21. Q. to her second
22. R. to Q. B. fifth	22. Q. R. P. one
23. B. to Q. Kt. fourth	23. K. to Kt. square
24. R. to Q. B. second	24. B. to Kt. fourth
25. R. to K. B. second	25. R. to Q. B. square
26. K. R. P. two	26. R. checks
27. K. to R. second	27. R. to K. B. eighth
28. R. takes R.	28. B. takes R.
29. Q. to K. B. fourth	29. Q. to K. B. second

DRAWN GAME.

GAME CCCCXCVII.

Between Mr. C. F—— of Carlow, and one of the best Players in the Dublin Chess Club.

White. (Mr. C. F—.)	*Black.* (Mr. S—)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes P.
5. Q. B. P. one	5. B. to R. fourth
6. Castles	6. B. to Kt. third
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. Q. P. one
9. Q. Kt. to B. third	9. Q. B. to K. Kt. fifth
10. K. P. one	10. P. takes P.
11. Q. B. to R. third	11. B. takes Q. P.
12. Q. toQ. Kt. third	12. K. Kt. to R. third
13. Kt. takes B.	13 Kt. takes Kt.
14. Q. takes Q. Kt. P.	14. B. to K. third
15. Kt. to Q. Kt. fifth	15. K. to Q. second
16. Kt. takes Kt.	16. B. takes B.
17. Kt. to Q. B. sixth	17. Q. to her B. square
18. K. R. to Q. square (check)	18. K. to his third
19. Q. to her Kt. fourth	19. Q. to her R. third
20. Q. to K. seventh (check)	20. K. to B. fourth
21. Q. takes K. P. (check)	21. K. to Kt. third
22. Kt. mates	

GAME CCCCXCVIII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 76th.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. K. P. one
3. K. Kt. to B. third	3. Q. P. two
4. K. P. one	4. Q. Kt. to B. third
5. Q. B. P. one	5. K. B. P. one
6. K. B. to Q. third	6. K. Kt. to R. third
7. K. B. to Q. B. second	7. Q. to her Kt. third
8. Castles	8. K. Kt. to K. B. second
9. Q. P. two	9. Q. B. to Q. second
10. Q. R. P. one	10. Q. R. P. two
11. K. to R. square	11. K. B. to K. second
12. K. R. P. one	12. K. B. P. one
13. Q. Kt. P. one	13. K. R. P. two

Black. (Mr. M'D.)	*White.* (M. De la B.)
14. Q. B. to K. third	14. Q. R. to Q. B. square
15. Q. Kt. to Q. second	15. P. takes P.
16. P. takes P.	16. K. Kt. P. two (*a*)
17. P. takes P.	17. Q. Kt. takes K. P.
18. Kt. takes Kt.	18. Kt. takes Kt.
19. R. to K. square	19. Kt. to his third
20. Kt. to K. B. third	20. K. to B. second
21. Q. R. to his second	21. K. B. to Q. third
22. Kt. to K. fifth (check)	22. B. takes Kt.
23. P. takes B.	23. Q. to her B. second
24. Q. B. to Q. fourth	24. Q. to her square
25. Q. to her second	25. K. R. P. one
26. K. Kt. P. one	26. Q. R. P. one
27. Q. to K. third (*b*)	27. K. R. to K. square
28. K. B. to Q. Kt. square	28. Q. to K. second
29. Q. R. to K. B. second	29. K. to Kt. square
30. K. Kt. P. two	30. P. takes P. *en passant*
31. Q. takes P.	31. Q. R. to Q. B. fifth
32. Q. B. to his fifth	32. Q. to K. R. second
33. Q. R. to K. R. second	33. Q. B. to his third
34. K. to his Kt. square	34. Q. to K. R. fourth
35. Q. R. to Q. second	35. Kt. to K. R. fifth
36. K. to his B. second	36. Q. P. one
37. Q. R. to Q. third	37. K. R. to Q. square
38. K. Kt. P. one	38. R. to Q. second
39. K. R. to Q. square	39. Q. B. to K. fifth
40. Q. R. to Q. second	40. Q. B. takes B.
41. K. R. takes B.	41. R. to Q. B. sixth
42. R. to Q. third	42. R. to Q. B. seventh (check)
43. K. to B. square	43. Q. R. to K. Kt. seventh (*c*)
44. Q. to K. square	44. Q. to K. Kt. fourth
45. Q. takes Kt.	45. Q. takes Q.
46. K. takes R.	46. Q. to K. fifth (check)
47. Q. R. to K. B. third	47. Q. takes K. R.
48. K. R. P. one	48. Q. to K. fifth
49. K. R. P. one	49. Q. P. one
50. K. R. P. one	50. Q. P. one
51. K. R. P. one (check)	51. K. to R. square
52. B. to K. B. eighth	52. Q. takes R. (check)
53. K. takes R.	53. Q.P., becoming a Queen (check)

AND BLACK RESIGNED.

Notes to Game CCCCXCVII.

(*a*) This is a well played move.

(*b*) Threatening to take the King's Bishop's Pawn with his Bishop, and then to advance the King's Pawn.

(*c*) The errors at this point of the game, in Greenwood Walker's edition, must have rendered the remaining moves quite incomprehensible to young players.

GAME CCCCXCIX.

Between the same Players.

(Game 77th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. B. to Q. Kt. second	9. K. Kt. to B. third
10. Q. P. one	10. Q. Kt. to R. fourth
11. K. B. to Q. third	11. Castles
12. Q. Kt. to B. third	12. Q. B. to K. Kt. fifth
13. K. R. P. one	13. Q. B. to K R. fourth
14. K. to R. square	14. Q. to her second
15. K. to R. second	15. Q. R. to K. square
16. K. Kt. P. two	16. K. Kt. takes Kt. P. (check)
17. P. takes Kt.	17. Q. takes P.
18. B. to K. second	18. Q. to K. B. fifth (check)
19. K. to R. square	19. B. takes Kt. (check)
20. B. takes B.	20. K. B. P. two
21. K. B. to Kt. second	21. K. R. to B. third
22. Q. to her third	22. R. to K. R. third (check
23. B. to K. R. third	23. P. takes P.
24. Kt. takes P.	24. Q. R. takes Kt.
25. Q. B. to his square	25. Q. R. to K. sixth
26. B. takes R.	

AND BLACK MATES IN TWO MOVES.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. S. A——s.

No. 137.

White.	*Black.*
K. at Q. Kt.'s square	K. at Q. Kt.'s second
Q. at Q. B.'s second	Q. at Q. B.'s square
Pawns at Q. Kt.'s fifth, and Q.'s seventh	R. at Q.'s fourth
	R. at Q.'s sixth
	Pawns at Q. B.'s second, Q. Kt.'s third, and Q. R.'s second

White to play, and mate in three moves.

No. 138.

White.	*Black.*
K. at his seventh	K. at his fourth
B. at Q. R.'s fifth	B. at Q. R.'s fifth
Kt. at K. B.'s fourth	Kt. at Q. B.'s fifth
Pawns at K. Kt.'s second, K. B.'s second, K.'s third, Q.'s second, and Q. B.'s second	Pawns at K. B.'s fourth, K.'s fifth, and Q. B.'s sixth

White to play, and mate with Queen's Bishop's Pawn in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 135.

White.	*Black.*
1. Kt. to Q.'s fifth (check)	1. P. takes Kt.
2. B. to Q. B.'s third	2. P. one
3. B. to Q.'s second (CHECKMATE).	

No. 136.

White.	*Black.*
1. Kt. to Q.'s sixth (check)	1. K. to his fourth
2. B. to K. B.'s fourth (check)	2. K. takes B., or (A)
3. Q. to K. Kt.'s third (CHECKMATE).	

(A)

White.	*Black.*
	2. K. to Q.'s fifth
3. Q. to her B.'s fourth (CHECK-MATE).	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 145.

White.	*Black.*
1. B. to Q. B.'s fourth	1. K. to Kt.'s fifth
2. B. to K.'s sixth	2. K. to R.'s fifth
3. Kt. to Q. Kt.'s third	3. K. to Kt.'s fifth
4. B. to Q.'s fifth	4. K. to R.'s fifth
6. Kt. to Q.'s fourth	5. K. to Kt.'s fifth
6. Kt. to Q. B.'s second (check)	6. K. to R.'s fifth
7. Kt. P. one (MATE).	

No. 146.

White.	*Black.*
1. Kt. to Q. B.'s fifth	1. K. to R.'s or B.'s square
2. Kt. to K. B.'s seventh	2. K. to Kt.'s square
3. Kt. to Q.'s sixth	3. K. to R.'s square
4. K. to his Kt.'s fourth	4. P. one, or (A)
5. Kt. to Q.'s seventh	5. P. one
6. Kt. to Q. Kt.'s fifth	6. P. one, becoming a Queen
7. Kt. to Q. B.'s seventh (CHECK-MATE).	

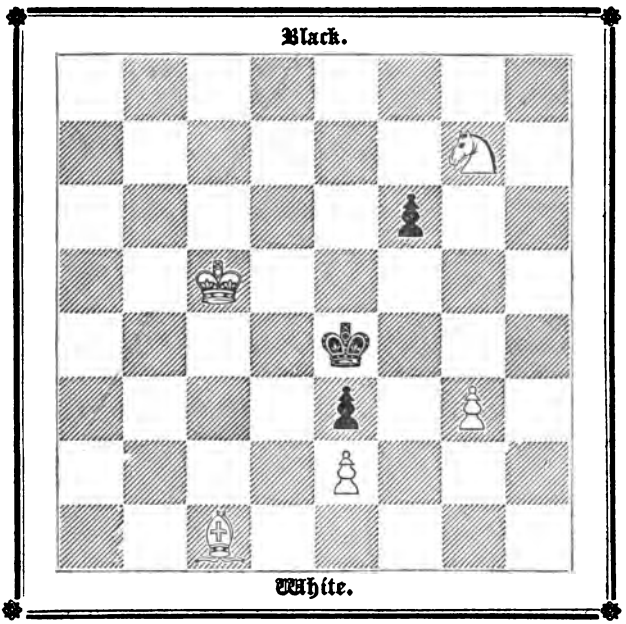
(A)

White.	*Black.*
	4. K. to Kt.'s square
5. Kt. to Q.'s seventh (check)	5. K. to R.'s square
6. Kt. to Q. Kt.'s fifth	6. P. one
7. Kt. (MATES).	

PROBLEM, No. 148.

By M. D'ORVILLE.

White to play, and mate in six moves.



ELEMENTARY LESSONS

ON THE MOST POPULAR METHODS OF OPENING THE GAME.

SECTION FIRST.

LESSON NINTH.

ON THE KING'S BISHOP'S OPENING.*

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. K. Kt. to K.'s second	3. K. Kt. to K.'s second

The King's second is not so good a place for the Knight as his Bishop's third, for although this move admits of the immediate advance of the King's Bishop's Pawn, it enables the adversary to establish his Queen at King's Rook's fifth, from whence she cannot be readily dislodged.

* For the greater part of the variations in the present Lesson we are indebted to M. Calvi's instructive "COURS D'Ec[illegible]s," now publishing in *Le Palamède*.

If the second player, instead of moving his Knight to King's second, plays it to Bishop's third, attacking the King's Pawn, White's best move, we believe, is Queen's Pawn two. At all events, he must be careful not to defend the Pawn with his Queen's Knight or Queen's Pawn, because in either case Black, by moving his Knight to King's Knight's fifth, would gain at least a Pawn.

4. Castles	4. Q. B. P. one
5. Q. B. P. one	5. Q. P. two
6. P. takes P.	6. P. takes P.
7. K. B. to Q. Kt.'s fifth (check)	7. Q. Kt. to B.'s third
8. Q. P. two	

And Black has the better game.

Variation on Black's 3rd Move.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. K. Kt. to K.'s second	3. Q. B. P. one

In the preceding debut we have shown that White's third move is far from a good one, and the present Variation, by Stamma, proves the same thing.

4. Q. P. two	4. P. takes P.

If, instead of advancing the Queen's Pawn, White plays his Queen's Knight to Bishop's third, Black should play the Queen's Pawn two squares, and if White takes Pawn with Pawn, he may take the King's Bishop's Pawn, checking, and if the White King takes Bishop, check with his Queen at King's Rook's fifth, winning the adverse Bishop in return for his own.

5. Kt. takes P.	5. Q. to K. R.'s fifth
6. Q. Kt. to B.'s third	6. Q. P. two

And Black has the better game.

THE DOUBLE GAMBIT.

White.	*Black.*
1. K. P. two	1. K. P. two
2. K. B. to Q. B.'s fourth	2. K. B. to Q. B.'s fourth
3. Q. Kt. P. two	3. B. takes Q. Kt. P.
4. K. B. P. two	4. P. takes P.

The advance of the first player's Pawns thus at his third and fourth moves is the invention of Mr. M'Donnell, and has obtained for this opening the name of "The Double Gambit."

Black's fourth move is a very dangerous one, and gives to his opponent an almost irresistible attack.

5. K. Kt. to B.'s third	5. Q. to K.'s second
6. K. P. one	6. Q. P. one
7. Q. B. P. one	7. B. to Q. R.'s fourth
8. Castles	8. B. to Q. Kt.'s third (check)
9. Q. P. two	9. P. takes K. P.
10. Kt. takes P.	10. Q. B. to K.'s third
11. K. R. to K.'s square	

And Black cannot save the game.

Variation on Black's 4th Move.

White.	*Black.*
	4. Q. P. two

This,—the most effectual mode of parrying the attack of the double Gambit,—we owe to M. De la Bourdonnais: it is a fine stroke of defence, having the effect of at once shutting out the operation of the enemy's pieces, and of bringing the second player's into the field.

5. P. takes P.	5. K. P. one

If White, instead of taking the Queen's Pawn with his King's Pawn, takes it with his Bishop, Black should play the Queen's Bishop's Pawn one square, and then, upon the Bishop retreating, carry his Queen to her fifth square.

Black's move of the King's Pawn one square prevents the King's Knight being played to King's Bishop's third square, and the advance of the Queen's Pawn.

If Black, in place of advancing the King's Pawn one square, takes the Queen's Pawn with Queen's Bishop's Pawn, White may immediately bring out his King's Knight to the Bishop's third.

6. K. Kt. to K.'s second	6. Q. to K. R.'s fifth (check)
7. K. Kt. P. one	7. Q. to K. R.'s sixth

If White interposes the Knight at his sixth move, the second player should play his King's Knight to Bishop's third square.

Black has decidedly the better game.

THE ROOK AND KNIGHT AGAINST THE ROOK.

SOLUTIONS OF THE POSITIONS GIVEN IN OUR LAST NUMBER.

FIRST POSITION.

White.	*Black.*
1. Kt. to Q.'s fourth	1. K. to his square (best)
2. Kt. to K.'s sixth	2. R. to Q. R.'s fourth (*a*), or (A)
3. R. to Q.'s second (*b*)	3. R. to Q.'s fourth, or to Q. R.'s square
4. Kt to Q. B.'s seventh (check), and WINS.	

(A)

White.	*Black.*
	2. R. to Q. B.'s third, or (B)
3. K. to Kt.'s eighth (check)	3. K. to Q.'s second
4. R. to Q.'s eighth (MATE).	

(B)

White.	*Black.*
	2. R. to Q. B.'s sixth (*c*), or Q. B.'s eighth
3. R. to K. Kt.'s eighth (check)	3. K. to Q.'s second
4. R. to Q.'s eighth (check)	4. K. to Q. B.'s third
5. R. to Q. B.'s eighth (check), and wins the Rook.	

SECOND POSITION.

White.	*Black.*
1. R. to Q. B.'s seventh (check)	1. K. to his square (best)
2. K. to his sixth	2. K. to Q.'s square, or (A)
3. R. to Q.'s seventh (check)	3. K to Q. B.'s square
4. Kt. to K.'s seventh (check)	4. K. to Kt.'s square
5. K. to Q.'s sixth	5. R. to Q. Kt.'s third (check), his best move to delay the mate.
6. Kt. to Q. B.'s sixth (check)	6. R. takes Kt. (check)
7. K. takes R.	7. K. to B.'s square (best)
8. R. to Q.'s square	8. K. to Kt.'s square
9. R. to Q. R.'s square, and MATES next move.	9. K. to B.'s square

(A)

White.	*Black.*
	2. K. to K. B.'s square
3. R. to K. B.'s seventh (check)	3. K. to his Kt.'s square (best)
4. Kt. to K. B.'s sixth (check)	4. K. to his R.'s square
5. R. MATES.	

Notes to Solutions.

(*a*) If Black play his Rook to Queen's Bishop's square, or to Queen's Bishop's fifth, White must move his Rook to King's Knight's seventh, and Black cannot save the game.

(*b*) This is a much better move in the present case, than playing the Rook to King's Knight's seventh, as the following variation shows :—

White.	*Black.*
3. R. to K. Kt.'s seventh	3. R. to Q. R.'s second
4. R. to Kt.'s eighth (check)	4. K. to Q.'s second

(If he had taken the Rook, Black would have been stalemated.)

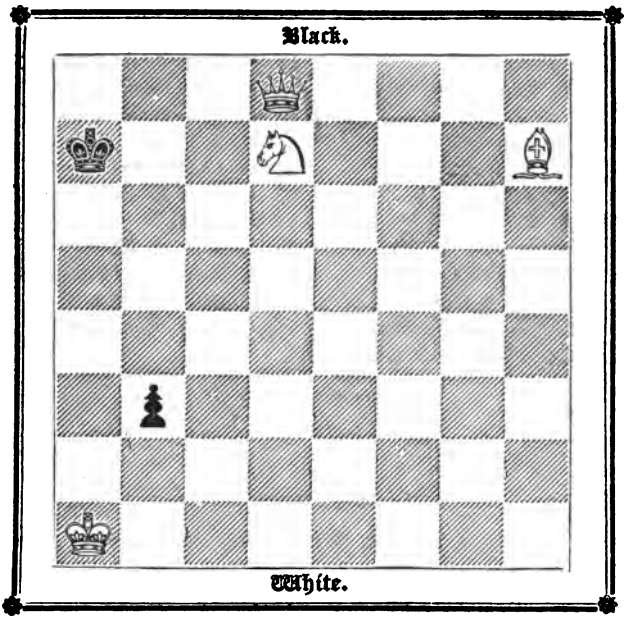
Black.	*White.*
	4. Kt. to his square, and the
5. R. to Kt.'s seventh (check)	game would be drawn.

(*c*) The student will remark, that if Black move his Rook to King's Rook's fourth, Queen's fourth, or Queen's Knight's fourth, his opponent wins it by the check of his Knight.

PROBLEM, No. 149.

By R. A. B., of Leeds.

White, playing first, forces Black to mate him in seven moves.



GAME D.

Between Messrs. M——N and S——Y, of the Liverpool Chess Club; the former giving the Pawn and two moves.

(Remove Black's King's Bishop's Pawn from the board.)

White. (Mr. S—Y.)	*Black.* (Mr. M—N.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. Kt. to B. third
4. Q. Kt. to B. third	4. K. P. two
5. Q. P. one	5. Q. Kt. to K. second
6. K. Kt. to K. second	6. Q. Kt. to K. Kt. third
7. Q. B. to K. Kt. fifth	7. K. B. to Q. B. fourth
8. Q. P. one	8. K. B. takes K. B. P. (check)
9. K. to Q. second	9. K. B. to K. R. fifth
10. B. takes B.	10. Kt. takes B.
11. P. takes P.	11. Q. takes P.

White. (Mr. S—y.)	*Black.* (Mr. M—n.)
12. K. B. to Q. Kt. third	12. Q. P. one
13. K. Kt. P. one	13. Q. Kt. to K. B. sixth (check)
14. K. to Q. B. square	14. Q. to Q. B. fourth
15. Q. to Q. third	15. Q. Kt. to K. Kt. fourth
16. B. to Q. fourth	16. Kt. takes B.
17. Kt. takes Kt.	17. Castles
18. Q. Kt. P. one	18. Q. to Q. R. sixth (check)
19. K. to Q. Kt. square	19. B. to K. third
20. K. Kt. to Q. B. third	20. K. R. to K. B. sixth
21. Q. to Q. B. fourth	21. Q. R. P. one
22. R. to K. B. square	22. Q. Kt. P. two
23. Q. to K. second	23. Q. R. to K. B. square
24. R. takes R.	24. R. takes R.
25. K. R. P. two	25. R. takes K. Kt. P.
26. K. R. P. takes Kt.	26. R. to K. Kt. eighth (check)
27. K. Kt. to Q. square	27. B. to K. Kt. fifth
28. Q. Kt. to K. seventh (check)	28. K. to K. R. square
29. Q. Kt. to K. Kt. sixth (ch.)	

DRAWN GAME.

GAME DI.

Between Mr. Lewis and Mr. M'Donnell; Mr. Lewis giving the Pawn and two moves.

(*Remove White's King's Bishop's Pawn from the board.*)

Black. (Mr. M'D.)	*White.* (Mr. Lewis.)
1. K. P. and Q. P. two	1. Q. Kt. to Q. B. third
2. K. B. to Q. third	2. K. P. two
3. K. B. P. two	3. Q. P. one
4. Q. P. one	4. Q. Kt. to K. second
5. K. B. P. one	5. K. Kt. P. one
6. K. Kt. to K. R. third	6. Q. B. P. one
7. Q. B. P. two	7. K. Kt. P. takes P.
8. Q. checks	8. K. to Q. second
9. K. P. takes P.	9. P. takes P.
10. P. takes P.	10. Q. checks
11. Q. Kt. to Q. B. third	11. K. Kt. to B. third
12. Q. to K. B. seventh	12. K. Kt. takes Q. P.
13. Q. B. to Q. second	13. Kt. takes Kt.
14. Q. to K. B. sixth	14. R. to K. Kt. square
15. Q. R. to Q. B. square	15. K. B. to K. Kt. second
16. Q. to K. sixth (check)	16. K. to his square
17. Q. to Q. Kt. third	17. Q. to her fourth

Black. (Mr. M'D.)	*White.* (Mr. LEWIS.)
18. Q. R. takes Kt.	18. Q. takes Q.
19. R. takes Q.	19. Kt. takes P.
20. B. takes Kt.	20. B. takes B.
21. R. takes P.	21. B. to K. fifth
22. R. to Q. B. seventh	22. B. to K. B. third
23. Kt. to K. B. second	23. B. to K. R. fifth
24. R. to K. Kt. square	24. B. to Q. square
25. R. to Q. B. third	25. R. takes P.
26. R. takes R.	26. B. takes R.
27. R. to K. Kt. third	27. B. to Q. B. third
28. R. to K. Kt. seventh	28. K. R. P. two
29. R. to K. R. seventh	29. B. to K. B. sixth
30. Kt. to K. R. third	30. B. to K. R. fifth (check)
31. K. to B. square	31. R. to Q. B. square
32. B. to K. Kt. fifth	32. R. to Q. B. fifth
33. R. to K. seventh (check)	33. K. to B. square
34. R. takes Q. R. P.	34. B. to K. Kt. fifth
35. B. to K. R. sixth (check)	35. K. to his square
36. R. to Q. R. third	36. R. to Q. B. seventh
37. K. to Kt. square	37. R. takes Q. Kt. P.
38. Kt. to K. Kt. fifth	38. B. takes Kt.
39. B. takes B.	39. K. to Q. second
40. K. R. P. two	40. K. to Q. B. third
41. R. to Q. R. sixth (check)	41. K. to Q. second
42. Q. R. P. two	42. Q. P. one
43. B. to K. B. sixth	43. R. to K. seventh
44. Q. R. P. one	44. Q. P. one
45. R. to Q. R. eighth	45. B. to K. B. sixth
46. R. to Q. eighth (check)	46. K. to his third
47. B. to K. Kt. fifth	47. R. to Q. R. seventh
48. R. to K. B. eighth	48. K. P. one
49. Q. R. P. one	49. Q. P. one
50. R. to K. eighth (check)	50. K. to K. B. fourth
51. R. to K. B. eighth (check)	51. K. to Kt. fifth
52. B. to K. third	52. R. takes P.
53. R. to K. Kt. eighth (check)	53. K. to R. sixth
54. B. to K. B. second	54. B. to K. Kt. fifth
55. B. to K. square	55. R. to Q. R. seventh
56. R. to K. eighth	56. R. to K. Kt. seventh (check)
57. K. to R. square	57. B. to K. B. sixth
58. R. to K. B. eighth	58. R. to K. seventh, checks, and WINS.

GAME DII.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 78th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. two	3. K. P. two
4. Q. P. one	4. K. B. P. two
5. Q. Kt. to B. third	5. K. Kt. to B. third
6. K. B. takes P.	6. K. B. to Q. B. fourth
7. K. Kt. to B. third	7. P. takes P.
8. K. Kt. to his fifth	8. Castles
9. Castles (*a*)	9. K. B. to Q. third
10. Kt. to K. sixth	10. B. takes Kt.
11. P. takes B.	11. K. to R. square
12. Q. B. to K. Kt. fifth	12. Q. Kt. to B. third
13. Kt. takes P.	13. Q. to K. second
14. K. to R. square	14. Q. R. to Q. square
15. Q. to her R. fourth	15. Q. R. P. one
16. K. B. to Q. fifth	16. Kt. to Q. fifth
17. Q. B. takes K. Kt.	17. P. takes B.
18. B. takes Q. Kt. P.	18. Q. takes P.
19. Q. R. to K. square	19. K. B. P. one
20. Kt. to Q. B. third (*b*)	20. Q. to K. B. third
21. Q. takes Q. R. P. (*c*)	21. K. P. one
22. Q. to her B. fourth	22. B. takes K. R. P. (*d*)
23. R. to K. third	23. Kt. to K. B. sixth
24. R. takes Kt.	24. P. takes R.
25. K. takes B.	25. Q. R. to Q. fifth
26. Q. to her B. fifth	26. P. takes P.
27. B. takes P.	27. K. R. to K. Kt. square
28. K. B. P. two	28. Q. to K. Kt. second
29. R. to K. B. second	29. Q. R. takes K. B. P.
30. R. to K. second	30. Q. R. to K. Kt. fifth
31. B. to K. R. third	31. R. to K. B. fifth
32. R. to K. Kt. second	32. Q. to her fifth
33. Q. takes Q.	33. R. takes Q.
34. R. to K. B. second	34. K. B. P. one
35. Q. R. P. two	35. K. to Kt. second
36. B. to K. Kt. second	36. K. R. to K. B. square
37. Q. R. P. one	37. Q. R. to Q. third
38. B. to Q. Kt. seventh	38. K. R. to K. B. fourth
39. Q. R. P. one	39. K. B. P. one
40. K. to Kt. square	40. Q. R. to K. Kt. third (check)
41. K. to B. square	41. Q. R. to K. R. third

White. (M. De la B.)	*Black.* (Mr. M'D.)
42. K. to his square	42. Q. R. to K. R. eighth (check)
43. K. to Q. second	43. Q. R. to his eighth
44. K. to Q. third	44. K. to B. third
45. Kt. to Q. fifth (check)	45. K. to Kt. fourth
46. Kt. to K. third	46. K. R. to K. B. third
47. Kt. to Q. B. fourth	47. K. R. P. two
48. Kt. to Q. R. third	48. Q. R. to Q. eighth (check)
49. K. to Q. B. second	49. Q. R. to Q. square
50. Q. R. P. one	50. K. to his Kt. fifth
51. Q. R. P. one, becoming a Q.	51. R. takes Q.
52. B. takes R.	52. K. to his Kt. sixth
53. R. to K. B. square	53. K. to Kt. seventh
54. R. to Q. square	54. Q. B. P. one
55. B. to Q. Kt. seventh	55. K. B. P. one
56. Kt. to Q. B. fourth	56. R. to K. third
57. Kt. to Q. second	57. K. R. P. one
58. Q. Kt. P. two	58. K. R. P. one
59. Q. Kt. P. one	59. K. R. P. one
60. B. takes Q. B. P. (check)	60. K. to Kt. sixth
61. B. to K. R. square	61. R. to Q. Kt. third
62. R. to Q. Kt. square	62. R. to Q. Kt. square
63. Q. Kt. P. one	

AND BLACK RESIGNED.

Notes to Game DII.

(*a*) White might have gained "the exchange," by advancing his Queen's Pawn, discovering check; but we think Castling was safer play.

(*b*) Threatening to win Black's Knight, next move.

(*c*) This move places White's Queen out of play; Queen's Rook to King's third, would have been a much better move.

(*d*) A good move; but we believe that, by first playing his Knight to King's Bishop's sixth, White might have forced the game.

(*e*) If White had taken the Bishop, he would have been mated in four moves at most.

GAME DIII.

Between the same Players.—(Game 79th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth

White. (M. De la B.)	*Black.* (Mr. M'D.)
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. Q. B. to Q. Kt. second	9. K. Kt. to B. third
10. Q. P. one	10. Kt. to Q. R. fourth
11. K. B. to Q. third	11. Castles
12. K. R. P. one	12. K. Kt. to R. fourth
13. Q. to her second	13. K. B. P. two
14. P. takes P.	14. Q. B. takes P.
15. Q. Kt. to B. third	15. B. takes K. R. P.
16. B. takes K. R. P. (check)	16. K. to R. square
17. K. B. to Q. B. second	17. R. takes Kt.
18. P. takes R.	18. Q. to K. R. fifth
19. Kt. to K. second	19. R. to K. B. square
20. Q. to K. R. sixth (check)	20. K. to Kt. square
21. K. B. to R. seventh (check) (*a*)	21. K. to B. second
22. K. B. to Kt. sixth (check)	22. K. to his second
23. Q. takes Kt.	23. Q. takes Q.
24. B. takes Q.	24. B. takes R.
25. K. takes B.	25. R. to K. B. fourth
26. K. B. to K. Kt. fourth (*b*)	26. R. takes Q. P.
27. Kt. to K. B. fourth	27. R. to Q. seventh
28. R. to K. square (check)	28. K. to B. square
29. R. to K. second	29. R. takes R.
30. K. takes R.	30. Kt. to Q. B. fifth
31. Kt. to K. sixth (check)	31. K. to B. second
32. B. takes K. Kt. P.	32. Q. B. P. two
33. P. to K. B. fourth	33. Q. P. one
34. P. to K. B. fifth	34. Kt. to Q. third
35. B. to K. fifth	35. Kt. to K. square
36. K. B. to R. fifth (check)	36. K. to his second
37. B. takes Kt.	37. K. takes B.
38. P. to K. B. sixth	38. Q. B. P. one
39. Kt. to K. Kt. fifth	39. B. to Q. B. fourth
40. P. one (check)	40. K. to Q. second
41. B. to K. Kt. seventh	

BLACK ABANDONED THE GAME.

Notes to Game DIII.

(*a*) We should have preferred taking the King's Knight's Pawn with the Queen's Bishop.

(*b*) "Rook to King's square" would, perhaps, have been better play.

SELECTIONS FROM THE GAMES OF PHILIDOR.

THE three following games were played at once by Philidor, *without his being permitted the advantage of seeing either of the boards.* This amazing performance took place in public at the Chess Club in St. James's Street, May 8th, 1783, and excited considerable sensation, as may be gathered from the accompanying paragraphs extracted from the Journals of that period in allusion to a similar but less surprising exhibition in which he played two games at the same time without sight of the boards.

"The celebrated M. PHILIDOR, whose unrivalled excellence at the game of Chess has been long distinguished, invited the members of the Chess Club, and the amateurs in general of that arduous amusement, to be present on Saturday last at a spectacle of the most curious kind, as it was to display a very wonderful faculty of the human mind; which faculty, however, is perhaps at present exclusively his own.

"In consequence of this invitation, thirty gentleman and three ladies attended M. PHILIDOR at Parsloe's, in St. James's Street, where in their presence, with his eyes closed, he contended with two gentlemen at the same time, who had each a Chess-board, and who may be deemed among the first players in Europe next himself. Count Bruhl was his adversary at one board, and Mr. Bowdler at the other, and to each was allowed the first move.—The games lasted one hour and forty minutes.

"The game with the Count was drawn, and Mr. Bowdler won the other, owing to the exact similarity in the two openings; for if the games had less resembled each other, M. Philidor would have preserved a more distinct recollection.

"The idea of the intellectual labour that was passing in the mind of M. Philidor suggested a painful perception to the spectator; which, however, was quite unnecessary, as he seldom paused half a minute, and seemed to undergo little mental fatigue, being somewhat jocose through the whole, and uttering occasionally many diverting pleasantries.

"When the intrinsic difficulty of the game is considered, as well as the great skill of his adversaries, who of course conducted it with the most subtle complications, the exertion seems absolutely miraculous, and certainly deserves to be recorded as a proof, at once interesting and astonishing, of the power of human intelligence."—*Morning Post*, May 28, 1782.

"This brief article is the record of more than sport and fashion; it is a phenomenon in the history of man, and so should be hoarded among the best samples of human memory, till memory shall be no more.

"The ability of fixing on the mind the entire plan of two Chess-tables, with the multiplied vicissitudes of the two and thirty pieces in possible employment upon each table,—that a man should maintain the two games at once, without seeing either, but merely from the report of move after

move, upon both; and this, contending not with bad and inexperienced play, but with two of the best and most practised players in Europe;—all this makes up a wonder of such magnitude as could not be credited, perhaps would not be credible, without repeated experience of the fact."—*The World*, May, 1782.

GAME 1.

Played against COUNT BRUHL, who had the first move.

White. (COUNT B.)	*Black.* (PHILIDOR.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. Q. B. P. one
3. Q. to K. second	3. Q. P. one
4. Q. B. P. one	4. K. B. P. two
5. Q. P. one	5. K. Kt. to B. third
6. K. P. takes P. (*a*)	6. Q. B. takes P.
7. Q. P. one	7. K. P. one
8. Q. B. to adverse K. Kt. fourth	8. Q. P. one
9. K. B. to Q. Kt. third	9. K. B. to Q. third
10. Q. Kt. to Q. second	10. Q. Kt. to Q. second
11. K. R. P. one	11. K. R. P. one
12. Q. B. to K. third	12. Q. to K. second
13. K. B. P. two	13. K. R. P. one
14. Q. B. P. one	14. Q. R. P. one
15. Q. B. P. takes P.	15. Q. B. P. takes P.
16. Q. to K. B. second	16. Castles on K. side
17. K. Kt. to K. second	17. Q. Kt. P. two
18. Castles on K. side	18. Q. Kt. to Kt. third
19. K. Kt. to Kt. third	19. K. Kt. P. one
20. Q. R. to Q. B. square	20. Q. Kt. to adverse B. fourth
21. K. Kt. takes B.	21. P. takes Kt.
22. Q. checks	22. Q. interposes
23. Q. takes Q., checking	23. K. takes Q.
24. K. B. takes Kt.	24. Q. Kt. P. takes B.
25. K. Kt. P. one	25. Q. R. to Kt. square
26. Q. Kt. P. one	26. B. to adverse Q. R. third
27. Q. R. to B. second	27. P. takes P.
28. P. takes P.	28. K. R. to Q. B. square
29. Q. R. takes R.	29. R. takes R.
30. R. to Q. R. square	30. B. to adverse Q. Kt. fourth
31. R. takes P.	31. R. to adverse Q. B. third
32. K. to B. second	32. R. to adverse Q. third
33. R. to Q. R. second	33. B. takes Kt.
34. R. takes B.	34. R. takes Q. Kt. P. (*b*)
35. R. to Q. B. second	35. R. P. one (*c*)

White. (COUNT B.)	*Black.* (PHILIDOR.)
36. R. checks	36. K. to Kt. third
37. P. takes P.	37. Kt. to R. fourth
38. R. to adverse Q. second (*d*)	38. Kt. takes P.
39. B. takes Kt.	39. R. to adverse K. B. third, chg.
40. K. to Kt. second	40. R. takes B.
41. R. takes P.	41. R. to adverse K. B. third
42. R. to adverse Q. square	42. R. to adverse Q. third
43. Q. P. one	43. B. P. one
44. Q. P. one	44. R. to adverse Q. second, chg.
45. K. to B. square	45. K. to B. second
46. Doubled P. one	46. K. P. one
47. Doubled P. one	47. K. B. P. one

WHITE ABANDONED THE GAME.

Notes to Game 1.

(*a*) This is not cleverly played, since it enabled Philidor to effect his favourite manœuvre of establishing the Pawns in the middle of the Chess-board.

(*b*) The beauty and precision of these moves would excite admiration if exhibited in an ordinary game; under the circumstances in which Philidor played, they are absolutely marvellous!

(*c*) The sacrifice of the Pawn afforded Philidor a commanding station for his Knight.

(*d*) White might perhaps have drawn the game from this position by checking with the Rook at Queen's Bishop's sixth, &c.

(*e*) To the student emulative of the skill of a great player, all the moves of these fine games should be familiar as household words.

GAME 2.

Played against Mr. BOWDLER, who had the first move.

White. (Mr. B.)	*Black.* (PHILIDOR.)
1. K. P. two	1. Q. B. P. two
2. K. B. to Q. B. fourth	2. K. P. one
3. Q. to K. second	3. Q. Kt. to B. third
4. Q. B. P. one	4. Q. R. P. one
5. Q. R. P. two	5. Q. Kt. P. one
6. K. B. P. two	6. Q. P. one
7. K. Kt. to B. third	7. K. Kt. to K. second
8. K. B. to Q. R. second	8. K. Kt. P. one
9. Q. P. one	9. K. B. to K. Kt. second
10. Q. B. to K. third	10. Q. P. one
11. Q. Kt. to Q. second	11. Castles
12. Castles on K. side	12. K. B. P. two

White. (Mr. B.)	*Black.* (PHILIDOR.)
13. K. P. one	13. K. R. P. one
14. Q. P. one	14. Q. B. P. one
15. Q. Kt. P. two	15. Q. Kt. P. one
16. K. B. to Q. Kt. square	16. Q. B. to Q. second
17. K. B. to Q. B. second	17. Q. to Q. B. second
18. K. R. P. one	18. K. to R. second
19. K. to R. second	19. Q. Kt. to R. second
20. K. Kt. P. two	20. Q. Kt. P. takes P.
21. K. B. takes P.	21. Q. Kt. to Kt. fourth
22. K. B. takes Kt.	22. Q. B. takes B.
23. K. R. to K. Kt. square	23. K. R. to K. Kt. square
24. K. R. to Kt. third	24. Q. R. P. one
25. Q. Kt. P. takes P.	25. Q. R. takes P.
26. K. R. to Kt. square	26. K. R. to Q. R. square
27. Q. R. takes R.	27. Q. takes R.
28. R. to Q. B. square	28. Q. to adverse Q. R. third
29. Q. Kt. to K. B. square	29. Q. to adverse Q. Kt. third
30. Q. to Q. square	30. R. checks
31. B. to Q. second	31. Q. takes Q.
32. R. takes Q.	32. Q. B. to adverse Q. R. fourth
33. R. to Q. Kt. square	33. Q. B. to adverse Q. Kt. third
34. K. to Kt. third	34. Kt. to Q. B. third
35. Q. Kt. to K. third	35. K. B. to B. square
36. Q. B. to B. square	36. K. B. to adverse Q. R. third
37. K. R. P. one	37. B. takes B.
38. R. takes B.	38. Kt. to K. second
39. K. R. P. one	39. R. to adverse K. second
40. R. to K. square	40. R. takes R.
41. Kt. takes R.	41. K. B. P. takes P.
42. K. takes P.	42. Kt. to K. B. fourth
43. Kt. takes Kt.	43. Kt. P. takes Kt., checking
44. K. to Kt. third	44. B. to adverse Q. square
45. Kt. to K. B. third	45. B. takes Kt. (*b*)
46. K. takes B.	46. K. to Kt. second
47. K. to K. third	47. K. to B. second
48. K. to Q. second	48. K. to K. second
49. K. to Q. B. second	49. K. to Q. second
50. K. to Q. Kt. second	50. K. to Q. B. third
51. K. to Q. R. third	51. K. to Q. Kt. fourth

DRAWN GAME.

Notes to Game 2.

(*a*) Remembering the disadvantage he laboured under in his former matches when playing without the board, Philidor in these games prudently varies his openings.

(*b*) Instead of this move, he might perhaps have won the game by playing as follows :—

White.	*Black.*
	K. to Kt.'s second
K. to B.'s second	K. to B.'s second

The first player could not move his Knight without losing the Rook's Pawn; and while he continued to guard the Knight, Black might have played his King over to the Queen's side and have taken the Queen's Bishop's Pawn.

GAME 3.

Played against Mr. MASERES; PHILIDOR giving the Pawn and move.

(*Remove Black's King's Bishop's Pawn from the board.*)

White. (Mr. M.)	*Black.* (PHILIDOR.)
1. K. P. two	1. K. Kt. to R. third
2. Q. P. two	2. K. Kt. to K. B. second
3. K. B. to Q. third	3. K. P. one
4. K. Kt. to B. third	4. Q. P. two
5. K. P. one	5. Q. B. P. two
6. Q. B. P. one	6. Q. Kt. to B. third
7. Q. B. to K. third	7. Q. Kt. P. one
8. K. B. to adverse Q. Kt. fourth	8. Q. B. to Q. second
9. Q. R. P. two	9. Q. R. P. one
10. K. B. to Q. third	10. K. Kt. P. one
11. Castles	11. Q. to Q. B. second
12. Q. to K. second	12. Q. B. P. one
13. K. B. to Q. B. second	13. Q. R. to Kt. square
14. Q. Kt. to R. third	14. K. B. to K. second
15. K. R. P. one	15. Castles
16. K. Kt. to R. second	16. Q. Kt. P. one
17. Q. R. P. takes P.	17. Q. R. P. takes
18. Q. to K. Kt. fourth	18. K. to Kt. second
19. K. B. P. two	19. K. Kt. to R. third
20. Q. to K. Kt. third	20. K. Kt. to B. fourth
21. K. B. takes Kt.	21. K. R. takes B.
22. Q. to K. B. third	22. Q. Kt. P. one
23. Q. B. P. takes P.	23. Kt. takes P.
24. K. Kt. P. two	24. K. R. to B. square
25. Q. to K. Kt. second	25. Kt. to adverse Q. third
26. Q. B. to Q. B. square	26. Q. to Kt. third
27. Q. Kt. to B. second	27. Kt. takes B.
28. Q. R. takes Kt.	28. Q. takes Q. Kt. P.
29. Q. Kt. to K. third	29. Q. takes Q. (check)
30. K. takes Q.	30. Q. R. to adverse Q. Kt. third
31. K. R. to B. third	31. Q. R. to adverse Q. third

White. (Mr. M.)	*Black.* (PHILIDOR.)
32. Q. R. to Q. square	32. Q. B. to adverse Q. R. fourth
33. Q. R. takes R.	33. Q. B. P. takes R.
34. K. Kt. to B. square	34. K. B. to adverse Q. Kt. fourth
35. R. to K. B. second	35. K. B. to adverse Q. B. third
36. R. to Q. R. second	36. Q. B. to adverse Q. Kt. third
37. R. to K. B. second	37. K. B. takes P.
38. R. to Q. second	38. R. takes P.
39. R. takes P.	39. Q. B. to adverse Q. B. fourth
40. Kt. takes B.	40. Q. P. takes Kt.
41. R. to K. B. third	41. R. takes R.
42. K. takes R.	42. B. takes P.
43. K. to K. fourth	43. B. to K. B. third
44. Kt. to K. third	44. Q. B. P. one
45. K. to Q. third	45. K. to B. second
46. Kt. to Q. square	46. K. to K. second
47. Kt. takes P.	47. B. takes Kt.
48. K. takes B.	48. K. to Q. third
49. K. to Q. fourth	49. K. P. one (check)
50. K. to K. fourth	50. K. to K. third
51. K. R. P. one	51. K. R. P. one
52. K. to K. third	52. K. to Q. fourth
53. K. to Q. third	53. K. P. checks
54. K. to K. third	54. K. to K. fourth
55. K. Kt. P. one	55. K. R. P. one
56. K. to K. second	56. K. to adverse K. B. fourth
57. K. to B. second	57. K. to adverse Kt. fourth
58. K. to K. third	58. K. takes P.
59. K. takes P.	59. K. takes P.

AND WHITE RESIGNED.

PROBLEMS FOR YOUNG PLAYERS.

By "SAGNA," of Newcastle.

No. 139.

White.	*Black.*
K. at Q.'s square	K. at Q. B.'s square
Q. at her R.'s fourth	Q. at her square
R. at Q. B.'s square	R. at Q. R.'s square
Kt. at Q. B.'s fourth	Pawns at Q.'s third, Q. B.'s second, and Q. R.'s second
Kt. at Q. R.'s fifth	
Pawns at Q.'s third, and Q. R.'s second	

White, playing first, to mate in five moves.

No. 140.

White.	*Black.*
K. at his B.'s fourth	K. at his R.'s fourth
R. at K.'s fourth	Q. at K. R.'s square
R. at K.'s sixth	B. at K. B.'s third
B. at K.'s third	Pawns at K. R.'s second, and Q. R.'s seventh
Pawns at K. Kt.'s third, and K. B.'s seventh	

White to play, and mate in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 137.

White.	*Black.*
1. Q. to her B.'s sixth (check)	1. K. to Kt.'s square
2. Q. to her R.'s eighth (check)	2. K. takes Q.
3. P. takes Q., becoming a Q., and gives CHECKMATE.	

No. 138.

White.	*Black.*
1. B. to Q. B.'s seventh (check)	1. Kt. to Q.'s third
2. Q. P. two	2. P. takes P., *en passant*
3. B. takes Kt. (check)	3. K. to his fifth
4. P. takes P. (CHECKMATE.)	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 147.

White.	*Black.*
1. Kt. from Q. Kt.'s sixth to Q. B.'s fourth (check)	1. K. to Q. R.'s eighth
2. B. takes Kt.	2. P. takes B. (best)
3. K. to his square	3. P. one

White.	*Black.*
4. Kt. to K. B.'s square	4. P. one
5. R. to Q.'s square	5. P. one
6. K. B. P. one	6. P. one
7. K. B. P. one, becoming a Q.	7. P. one
8. Q. to K. B.'s second	8. P. takes Q. (CHECKMATE).

No. 148.

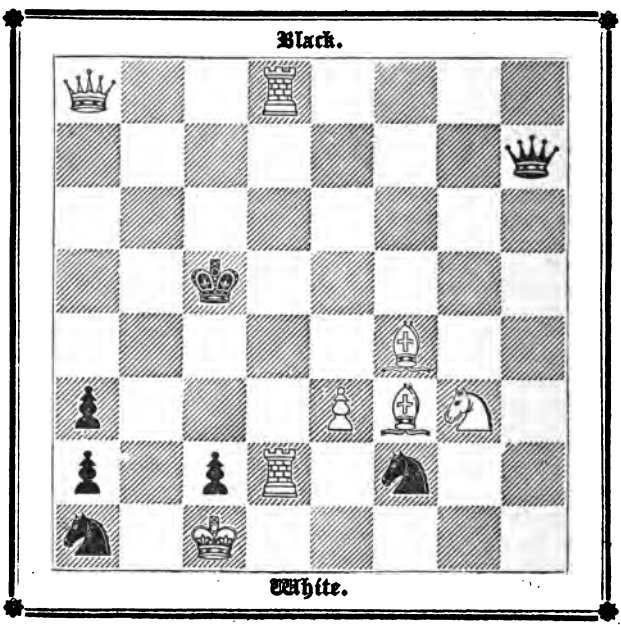
White.	*Black.*
1. B. to Q. Kt.'s second	1. P. one
2. Kt. to K.'s eighth	2. P. one
3. Kt. to Q.'s sixth (CHECKMATE).	

In this position, mate may be effected in three moves as above.

PROBLEM, No. 150.

By R. A. B., of Leeds.

White, playing first, forces Black to mate him with the Knight at Queen's Rook's eighth, in eight moves.



ANNUAL MEETING OF THE PRESTON INSTITUTION.*

THE Fourteenth Annual Meeting of the Members of the Preston Institution, was held on Tuesday evening last, at the Lecture Room, in Cannon Street.

There was a numerous attendance of Members, and in the absence of the vicar, R. W. HOPKINS, Esq., was called to the chair.

After the discussion of a variety of subjects connected with the Institution,

Mr. WILLIAM DOBSON rose to move a resolution, for which he scarcely need apologize, as it was brought forward agreeably to the recommendation of the Committee. Upon two occasions it had been decided by that body, that the game of chess should be allowed to be played at the Institution; but, as some members of the Committee feared, that, if not against the letter of the rules, it was somewhat at variance with the objects which the founders of the society had in view, it was ultimately agreed to leave the decision of the question to the members, at the annual meeting. In accordance with that resolution, he now moved "that the Committee be instructed to provide chess-boards and chess-men, for the use of the members." Some objection had been made to the admission of chess, in consequence of a misconception of its principles. It had been spoken of as a game of chance, though it was a first-rate mental exercise, and its study could not but tend to the accomplishment of those objects, for the attainment of which the Institution had been established. Chess was played at the Literary and Philosophical Institution in this town, and had also been introduced into the principal Mechanics' Institutions and Literary Societies in the kingdom. Mr. D. briefly alluded to the strong recommendations of Dr. Franklin, and others, in favour of the game, and concluded by expressing his opinion, that its admission would be to the advantage of the society.

Mr. GILBERTSON seconded the motion.

Mr. MANCHESTER objected to the introduction of chess, as being contrary to the rules.

Mr. HOLDEN was opposed to the introduction of chess, as not being within the scope of the rules. This was a society for the diffusion of useful knowledge. He did not see of what use chess would be in a society like that; added to which he thought it opposed to the spirit of the promoters of the society.

Mr. WEBB said that he had listened anxiously for something like the shadow of an argument against the introduction of chess, but he had not heard the slightest objection urged to it beyond big sounding words, and grandiloquent language, which at best meant nothing, as it was evidently employed by those who were ignorant of the game which they deprecated. He had, before the time of the present meeting, heard chess decried. It had been objected to the introduction of chess, that it was not scientific. As well might it be objected that no man should become an astronomer, because he must first learn the principles of arithmetic, the rules of calculation, and the value of numbers; or that no man should attempt to teach wisdom to the rising race, because he must first teach the alphabet. The game of chess was intimately connected with the science of numbers, and it was a game, or a science which inculcated prudence, caution, and forethought; and was, consequently, of the greatest benefit, if looked at

* *From the Preston Chronicle.*

in that point of view. The science of chess had something of the principles of mathematics in it. Mathematics! It might be asked of what use were mathematics in teaching divinity; and yet some of our greatest divines had emanated from Cambridge,—a University more noted for the proficiency of its students in mathematics than in almost any field or branch of knowledge. It would also be found of advantage to introduce chess into the Institution; (and he might observe, that as a member of several metropolitan institutions and a committee man of some, he had never known one where the game was not introduced,) inasmuch as it might have the effect of drawing members to that which might be described as a temple of knowledge, and thence to an appreciation of all the treasures which were enshrined within it. On another ground he might also put the question, and that was that it was an employment as well as a recreation to the mind; and he would ask whether it was better that the mind should be acted upon and improved in the way he had pointed out, or whether it should be allowed to lie fallow, when it might be worked to advantage; nay, further, when so far from only lying fallow, it was liable to be overrun by the noxious weeds of immorality and vice.

Mr. DAWSON, an operative member of the Institution, opposed the game of chess; on the same ground he should object to cards, dice, and dominoes—because it was, in fact, gaming.

Mr. SEGAR said that the last speaker had fallen into an error, in supposing that chess had anything to do with gaming. It did not follow, because chess was called a game, that, therefore, chess must be gambling. Anything in which there was what might be considered a stake, was literally a game. Thus, writing an essay for a prize, furnishing a fine design, or erecting a piece of architecture for a premium, might be considered as a game. He agreed in what had been said upon this subject, as to its effect upon the individual mind, and, on that ground, he would support the introduction of Chess into the Society. He thought that it came quite within the scope and meaning both of the letter and of the spirit of the rules. If it did not do so, then—as it was never too late to amend—it was high time that the rules were made so broad and comprehensive, as that they would embrace it. But he did not look at the question in its more limited sense; he regarded it as a part of the great question, of the civilization and the education of the people. Societies like the one which was now holding its anniversary meeting, should be formed upon the most enlarged basis. That was the case on the Continent; and he hoped the day was not far distant, when, in that Institution, the arts and the sciences, and literature, would be encouraged to their fullest extent; and when all that could tend to ameliorate the condition of mankind would be admitted within its scope. He trusted that, ere long, he should see a picture gallery, and a weekly concert held in the society. It was on this ground, rather than on any other, that he supported the introduction of chess. Mr. Segar concluded a very eloquent address, by cordially supporting the motion, as a first taken in the right direction.

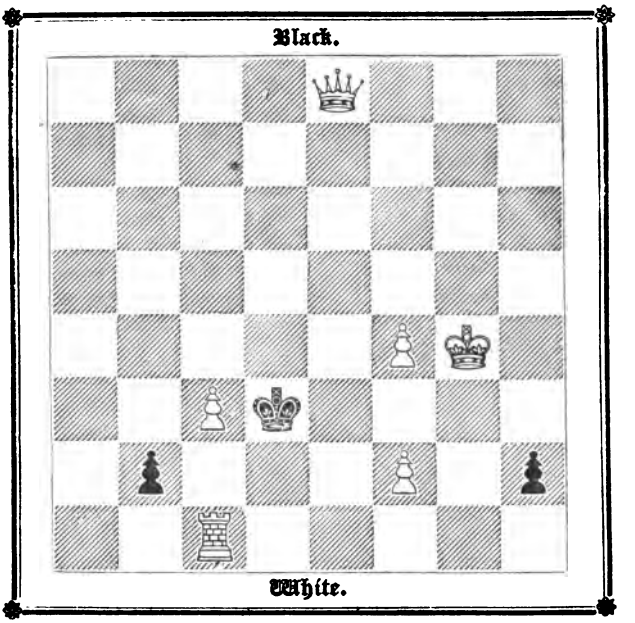
Mr. WEBB rose to explain, upon the observations made by Mr. Dawson, that there was no comparison between chess and cards, dice, and dominoes; as the former was conducted upon fixed, determinate, and inalienable principles, without there being the least iota of *chance* in the game, whilst the others depended principally upon chance.

The motion having been put to the chair, was carried by a large majority, only five or six hands being held up against it.

PROBLEM, No. 151.

By Mr. M'G——E.

White to move, and checkmate in three moves.



GAME DIV.

This game was played in 1835, between the celebrated Russian Chess Player, M. PETROFF, and the Members of the WARSAW CLUB, the latter having the privilege of consulting together upon every move. The contest lasted during three sittings, but owing to some interruption unconnected with Chess, which occurred at the period of the fifty-seventh move, it was never finished.

White. (Mr. PETROFF.)	*Black.* (WARSAW CLUB.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. second
4. Q. P. one	4. Q. P. one
5. Q. to K. second	5. Q. B. to K. third
6. B. takes B.	6. Q. takes B.
7. K. B. P. two	7. K. B. P. one
8. K. Kt. to K. B. third	8. Q. Kt. to Q. second
9. Q. P. one	9. B. to Q. Kt. third
10. K. castles	10. K. Kt. to K. second

White. (Mr. Petroff.)	*Black.* (Warsaw Club.)
11. K. B. P. takes P.	11. Q. Kt. takes P.
12. K. to K. R. square	12. Q. Kt. to K. B. second
13. K. R. to K. square	13. Q. B. P. one
14. Q. B. to K. B. fourth	14. K. castles with K. R.
15. Q. Kt. to Q. second	15. Q. to K. Kt. fifth
16. Q. B. to K. Kt. third	16. K. R. to K. square
17. Q. to Q. third	17. K. B. P. one
18. K. P. one	18. K. B. P. one
19. K. P. takes P.	19. K. Kt. to its third
20. Q. B. to K. B. second	20. Q. Kt. takes P.
21. Q. Kt. to Q. B. fourth	21. Kt. takes Kt.
22. Q. takes Kt. (check)	22. K. to R. square
23. Q. to K. B. seventh	23. K. R. to Q. Kt. square
24. K. R. to K. fourth	24. Q. to Q. B. square
25. Q. R. to K. square	25. Q. to K. Kt. square
26. Q. to Q. seventh	26. Kt. to K. B. square
27. Q. to K. Kt. fourth	27. Kt. to K. Kt. third
28. K. R. P. two	28. B. to Q. square
29. K. R. P. one	29. Kt. to K. B. square
30. Q. takes K. B. P.	30. B. to K. B. third
31. K. Kt. P. two	31. K. R. P. one
32. Q. Kt. P. one	32. Kt. to K. R. second
33. Q. B. to K. Kt. third	33. R. to K. B. square
34. Q. to K. third	34. Q. to K. B. second
35. K. to Kt. second	35. Kt. to K. Kt. fourth
36. Kt. takes Kt.	36. B. takes Kt.
37. Q. to K. second	37. Q. R. to Q. square
38. R. to K. sixth	38. B. to K. B. third
39. Q. to K. fourth	39. Q. to Q. second
40. B. to Q. sixth	40. K. R. to K. B. second
41. R. to K. second	41. B. to K. Kt. fourth
42. Q. B. P. one	42. R. to K. B. third
43. Q. B. P. one	43. R. takes R.
44. Q. takes R.	44. Q. takes Q.
45. R. takes Q.	45. K. to Kt. square
46. K. to B. third	46. K. to B. second
47. R. to K. fourth	47. K. Kt. P. one
48. K. R. P. takes P. (check)	48. K. takes P.
49. Q. R. P. two	49. R. to Q. second
50. K. to K. second	50. K. R. P. one
51. K. Kt. P. takes P. (check)	51. K. takes P.
52. K. to Q. third	52. K. to Kt. third
53. K. to Q. B. fourth	53. R. to K. R. second
54. R. to K. second	54. K. to B. fourth
55. B. to Q. Kt. eighth	55. Q. R. P. one
56. R. to K. fifth (check)	56. K. to B. third
57. B. to Q. sixth	57. B. to K. B. fifth

GAME DV.

In the Match between M. De la Bourdonnais and Mr. M'Donnell.

(Game 80th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. K. R. P. one	9. K. R. P. one
10. Q. B. to Q. Kt. second	10. K. Kt. to K. second
11. Q. P. one	11. Q. Kt. to Q. R. fourth
12. K. B. to Q. third	12. Castles
13. Q. Kt. to B. third	13. K. Kt. to Kt. third
14. Q. to her second	14. Q. B. P. two
15. Kt. to Q. R. fourth	15. K. B. P. one
16. Kt. takes B.	16. P. takes Kt.
17. Q. R. to K. square	17. Kt. to K. fourth
18. Kt. takes Kt.	18. K. B. P. takes Kt.
19. K. B. P. two	19. P. takes P.
20. R. takes P.	20. R. takes R.
21. Q. takes R.	21. Q. to K. second
22. R. to K. third	22. Q. B. to Q. second
23. R. to K. Kt. third	23. K. Kt. P. two
24. K. R. P. one	24. R. to K. B. square
25. Q. to her second	25. K. Kt. P. one
26. Q. takes K. R. P.	26. Q. to K. R. second
27. Q. to K. Kt. fifth (check)	27. K. to B. second
28. K. P. one	28. Q. to K. Kt. square
29. K. P. one (check)	29. K. to his square
30. B. to K. Kt. third (check)	

AND BLACK RESIGNED.

GAME DVI.

Between the same Players.—(Game 81st.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. Q. Kt. to B. third
3. Q. B. P. one	3. K. P. one

Black. (Mr. M'D.)	*White.* (M. De la B.)
4. K. Kt. to B. third	4. Q. P. two
5. K. P. one	5. K. B. P. one
6. K. B. to Q. third	6. K. Kt. to R. third
7. K. B. to Q. B. second	7. Q. to her Kt. third
8. Castles	8. Q. B. to Q. second
9. K. to R. square	9. K. B. to K. second
10. Q. P. two	10. K. B. P. one
11. Q. R. P. one	11. Q. R. P. two
12. K. R. P. one	12. Kt. to K. B. second
13. Q. Kt. P. one	13. K. R. P. two
14. R. to K. square (*a*)	14. K. Kt. P. one
15. Q. B. to K. third	15. Kt. to K. R. third
16. Q. Kt. to Q. second	16. P. takes P.
17. P. takes P.	17. K. to B. second
18. Q. R. to his second	18. Q. R. to Q. B. square
19. Q. to K. second	19. K. to Kt. second
20. Kt. to K. Kt. fifth	20. Kt. to K. B. second (*b*)
21. Kt. takes Kt.	21. K. takes Kt.
22. Q. to K. B. second	22. K. to Kt. second
23. Kt. to K. B. third	23. Kt. to Q. square
24. Kt. to K. R. fourth	24. Kt. to K. B. second
25. Q. to K. Kt. third	25. R. to K. R. third
26. B. to K. B. second	26. K. B. takes Q. R. P. (*c*)
27. K. B. takes K. B. P.	27. K. P. takes B.
28. R. takes B.	28. B. to K. third
29. K. R. to Q. R. square	29. Q. to her Kt. fifth
30. Q. R. to his fourth	30. Q. to her B. sixth
31. Q. takes Q.	31. Q. R. takes Q.
32. R. takes P.	32. R. takes Q. Kt. P.
33. Kt. to K. B. third	33. K. R. to his square
34. Q. R. to his eighth	34. K. R. to Q. B. square
35. R. takes R.	35. B. takes R.
36. R. to Q. B. square	36. B. to K. third
37. R. to Q. B. seventh	37. R. to Q. Kt. third
38. Kt. to K. Kt. fifth	38. K. to B. square
39. Kt. takes B. (check)	39. R. takes Kt.
40. R. takes P.	40. Kt. to Q. square
41. R. to Q. Kt. eighth	41. R. to K. square
42. R. to Kt. fifth	42. Kt. to K. third
43. K. Kt. P. one	43. R. to Q. square
44. K. to Kt. second	44. K. R. P. one
45. K. to B. third	45. Kt. to Q. B. second (*d*)
46. R. to Q. Kt. sixth	46. P. takes K. Kt. P.
47. K. takes P.	47. K. to Kt. second
48. K. R. P. one	48. K. to B. second

MR. M'DONNELL ULTIMATELY WON THE GAME.

Notes to Game DVI.

(*a*) With the view to take the King's Bishop's Pawn with his Queen's Bishop, and then advance the King's Pawn.

(*b*) We should rather have played the Queen's Knight to Queen's square.

(*c*) This is far from being a judicious move.

(*d*) Feebly played. His only chance of redeeming the game was to push on the King's Knight's Pawn.

GAME DVII.

Between the same Players.—(Game 82nd.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Kt. third
9. Q. B. to Kt. second	9. K. Kt. to B. third
10. K. P. one	10. P. takes P.
11. Q. P. one	11. Q. Kt. to R. fourth
12. Q. B. takes K. P.	12. Castles
13. K. B. to Q. third	13. Kt. takes Q. P.
14. Q. Kt. to Q. second	14. Q. B. to K. Kt. fifth
15. K. R. P. one (*a*)	15. B. to K. R. fourth
16. Q. to her B. second	16. Q. B. to K. Kt. third
17. B. takes B.	17. K. B. P. takes B.
18. Q. R. to Q. square	18. Q. to K. square
19. K. R. to K. square	19. Q. to her B. third
20. Q. to her Kt. second	20. K. R. to K. B. second
21. B. to Q. fourth	21. Kt. to K. B. fifth
22. Q. Kt. to K. fourth	22. Kt. takes K. R. P. (check)
23. K. to R. second	23. R. takes Kt.
24. P. takes R.	24. Kt. to K. B. fifth
25. B. takes K. Kt. P.	25. Kt. to K. R. fourth
26. Kt. to K. B. sixth (check)	26. Kt. takes Kt.
27. Q. takes Kt.	27. Q. takes Q.
28. B. takes Q.	38. Q. R. to K. B. square
29. R. to Q. eighth	29. B. takes K. B. P.
30. R. takes R. (check)	30. K. takes R.
31. R. to K. seventh	31. B. to Q. fifth (*b*)
32. B. to K. Kt. fifth	32. K. R. P. one

White. (M. De la B.)	*Black.* (Mr. M'D.)
33. R. to K. fourth	33. B. to K. Kt. second
34. B. to Q. eighth	34. Q. Kt. to B. third
35. B. takes P.	35. K. to B. second
36. K. to Kt. third	36. K. Kt. P. one
37. Q. R. P. two	37. K. R. P. one
38. Q. R. P. one	38. K. to B. third
39. R. to Q. B. fourth	39. K. to his third
40. R. to Q. B. fifth	40. B. to K. B. third
41. R. to Q. Kt. fifth	41. Q. Kt. P. one (*c*)
42. P. takes P.	42. P. takes P.
43. K. to Kt. second	43. Kt. to K. fourth
44. B. takes P.	44. K. to B. fourth
45. B. to K. third	45. B. to K. second
46. K. to B. second	46. B. to K. B. third
47. B. to Q. second	47. B. to K. second
48. K. to his third	48. B. to B. third
49. B. to K. square	49. K. R. P. one
50. B. to Q. B. third	50. B. to K. Kt. second
51. K. to B. second	51. B. to B. third
52. K. to Kt. second	52. B. to Kt. second
53. B. to Q. fourth	53. B. to B. third
54. K. to R. third	54. K. to B. fifth
55. K. to Kt. second	55. K. to B. fourth
56. B. to K. Kt. square	56. K. to Kt. third
57. B. to K. R. second	57. Kt. to Q. sixth
58. R. to Q. fifth	58. Kt. to K. B. fifth (check)
59. B. takes Kt.	59. P. takes B. (*d*)

Notes to Game VII.

(*a*) Queen to her Bishop's second would, perhaps, have been a better move.

(*b*) Well played.

(*c*) "King to Queen's second" would have prevented White gaining the Pawn, without more than an equivalent loss.

(*d*) In Greenwood Walker's edition, the game is dismissed at this point, with the brief intimation, "Mr. M'Donnell wins." There is no doubt, however, that in this instance, as in many others, the worthy compiler was at fault, and that the game was won by M. De la Bourdonnais.

GAME DVIII.

Between the same Players.—(Game 83rd.)

Black. (Mr. M'D.)	*White.* (M. De la B.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third

Black. (Mr. M'D.)	*White.* (M. De la B.)
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. B. to Kt. third
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. Q. P. one
9. K. R. P. one	9. K. Kt. to B. third
10. K. P. one	10. P. takes P.
11. Q. B. to Q. R. third (*a*)	11. K. B. takes Q. P. (*b*)
12. Q. to her Kt. third (*c*)	12. Q. to her second
13. K. Kt. to Kt. fifth	13. Q. Kt. to Q. square
14. Q. Kt. to B. third	14. Q. B. P. two (*d*)
15. K. Kt. takes K. B. P.	15. R. to B. square
16. K. Kt. takes K. P.	16. B. takes K. Kt.
17. K. R. to K. square	17. Q. Kt. to B. third
18. Q. B. takes P.	18. Q. to K. B. fourth
19. Kt. to Q. Kt. fifth	19. Q. B. to Q. second
20. Kt. to Q. sixth (check)	

AND WHITE RESIGNED.

Notes to Game DVIII.

(*a*) This is a perilous mode of continuing the attack, and, if properly answered, gives the opening player a very bad game.

(*b*) Instead of so playing, White should have moved his Queen's Bishop to King's third, and then he would have had a decided superiority of position.

(*c*) Threatening checkmate in two moves.

(*d*) It has been remarked, and we think truly, that in the last match between these celebrated belligerents, M. De la Bourdonnais's play exhibits a palpable deficiency in those brilliant characteristics which have rendered him so distinguished. This is strikingly manifest in the present game, the termination of which is a series of suicidal moves that would be thought discreditable to a player of the very humblest pretensions.

GAME DIX.

Between the same Players.—(Game 84th.)

White. (M. De la B.)	*Black.* (Mr. M'D.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.

White. (M. DE LA B.)	*Black.* (Mr. M'D.)
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Kt. third
9. Q. Kt. to B. third	9. K. Kt. to B. third
10. Q. B. to Kt. fifth	10. K. R. P. one
11. B. takes Kt.	11. Q. takes B.
12. K. P. one	12. P. takes P.
13. Kt. takes P.	13. Kt. takes Kt.
14. P. takes Kt.	14. Q. to K. R. fifth
15. Q. to K. second (*a*)	15. Castles
16. K. to R. square	16. Q. B. to K. Kt. fifth
17. K. B. P. one (*b*)	17. B. to K. R. fourth
18. Q. R. to Q. square	18. K. R. to K. square
19. K. Kt. P. two	19. B. to K. Kt. third
20. K. B. P. one.	20. Q. B. P. one
21. K. B. P. one	21. B. to K. R. second
22. Q. R. to Q. seventh	22. K. R. to K. second
23. R. takes R.	23. Q. takes R.
24. K. P. one (*c*)	24. P. takes P.
25. B. takes P. (check)	25. K. to R. square
26. K. R. to Q. square	26. R. to K. B. square
27. R. to Q. seventh	27. Q. to her B. fourth
28. Q. to K. square	28. B. to Q. R. fourth
29. Kt. to K. fourth	29. Q. takes K. B. P.
30. P. takes Q.	30. B. takes Q.
31. Kt. to Q. sixth	31. B. to K. Kt. square
32. R. takes Q. Kt. P.	32. K. B. to his seventh
33. Kt. checks	33. B. takes Kt.
34. B. takes B.	34. B. to Q. Kt. third
35. K. to Kt. second	35. K. to R. second
36. K. to B. third	36. K. R. P. one
37. B. to K. Kt. sixth (check)	37. K. to R. third
38. R. to K. seventh	38. R. to Q. square
39. R. to K. sixth	39. K. to Kt. fourth
40. R. to K. seventh	40. B. to Q. fifth
41. R. to K. fourth	41. B. to K. B. third
42. R. to Q. B. fourth	42. R. to Q. B. square
43. R. P. checks	43. K. to R. third
44. Q. R. P. two	44. Q. B. P. one
45. B. to his seventh	45. B. to Q. fifth
46. K. to B. fourth	46. R. to Q. Kt. square
47. R. to Q. B. second	47. R. to Q. Kt. fifth
48. R. to Q. B. fourth	48. B. to K. B. seventh
49. K. to his fifth	49. B. takes K. R. P.
50. R. takes Q. B. P	50. B. to his third (check)

White. (M. DE LA B.)	*Black.* (M. M'D.)
51. K. to his sixth	51. R. takes Q. R. P.
52. R. to Q. B. eighth	52. K. R. P. one
53. B. to K. eighth	53. R. to K. fifth (check)
54. K. to B. seventh	54. K. to Kt. fourth
55. R. to Q. B. fifth	55. R. to K. seventh
56. R. to Q. B. seventh	56. Q. R. P. two
57. B. to Q. seventh	57. K. R. P. one
58. B. to K. sixth	58. K. R. P. one
59. R. to Q. B. square	59. K. to Kt. fifth
60. B. to Q. B. eighth	60. K. to Kt. sixth
61. K. to Kt. sixth	61. Q. R. P. one
62. B. to Q. Kt. seventh	62. R. to K. sixth
63. R. to Q. B. second	63. Q. R. P. one
64. R. to K. Kt. second (check)	64. K. to R. sixth
65. R. to Q. second	65. B. to Q. Kt. seventh
66. K. to R. fifth	66. Q. R. P. one
67. K. B. P. one	67. P. takes P.

AND WHITE ABANDONED THE GAME.

Notes to Game DIX.

(*a*) Instead of this feeble move, it appears to us that White should have checked with his Queen at her Rook's fourth, and thus have compelled his adversary to move his King or lose the Queen.

(*b*) Queen to King's fourth would, perhaps, have been stronger play.

(*c*) By advancing the King's Bishop's Pawn, White would have obtained a fine attacking position; *ex. gr.*

White.	*Black.*
K. B. P. one	P. takes P., apparently his best move
Kt. to K. fourth	Black has now several ways of playing; but none, we believe, which does not leave him an embarrassed game.
(This is unquestionably better than taking the Pawn at once with the Rook, because Black would then baffle all attack by bringing his Rook to King's Bishop's square.)	

SUMMARY OF THE GAMES

PLAYED BETWEEN M. DE LA BOURDONNAIS AND MR. M'DONNELL.

In concluding the series of games between these distinguished Champions, it may not be uninteresting to review briefly the results of their several contests. It appears that in all, they played together EIGHTY-FIVE GAMES, divided into four separate matches of twenty-one games each, and one extra game.

FIRST MATCH.

M. de la B. won 13 games. (Drawn games, 4) Mr. M'D. won 4 games.

SECOND MATCH.

M. de la B. won 11 (Drawn games, 1) Mr. M'D. won 9

THIRD MATCH.

M. de la B. won 8 (Drawn games, 7) Mr. M'D. won 6

FOURTH MATCH.

M. de la B. won 11 (Drawn games, 1) Mr. M'D. won 9

	43	13	28
85th game also	1		
	44		

M. De la Bourdonnais	44
Mr. M'Donnell	28
Drawn games	13
	85

According to this statement, which we have been at some pains to render accurate, M. De la Bourdonnais gained a majority—

On the 1st match, of . . .	9 games.
— 2nd ditto	2 ditto.
— 3rd ditto	2 ditto.
— 4th ditto	2 ditto.
	15
	1 extra game.
Majority, in all, on the 85 games .	16

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 139.

White.	*Black.*
1. Kt. takes Q. P. (check)	1. Q. takes Kt.
2. Q. to K.'s eighth (check)	2. Q. interposes
3. R. takes B. P. (check)	3. K. takes R.
4. Q. to B.'s sixth (check)	4. K. to Kt.'s square
5. Q. MATES.	

No. 140.

White.	*Black.*
1. K. to B.'s fifth	1. Q. to Kt.'s second
2. R. to K. R.'s fourth (check)	2. B. takes R.
3. R. to K. R.'s sixth (check)	3. Q. takes R.
4. Kt. P. one (CHECKMATE).	

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 149.

White.	*Black.*
1. Q. to Q. Kt.'s eighth (check)	1. K. to R.'s third
2. B. to Q.'s third (check)	2. K. to R.'s fourth
3. Q. to K.'s fifth (check)	3. K. to R.'s fifth (best)
4. Q. to K.'s fourth (check)	4. K. to R.'s fourth
5. Q. to K.'s square (check)	5. K. to R.'s fifth
6. Kt. to Q. B.'s fifth (check)	6. K. to R.'s sixth
7. B. to Q. Kt.'s square	7. P. one (CHECKMATE).

No. 150.

White.	*Black.*
1. Q. to Q. R.'s fifth (check)	1. K. to Q. B.'s fifth
2. R. to Q.'s fourth (check)	2. Kt. to Q. Kt.'s sixth
3. Q. to R.'s fourth (check)	3. K. to Q. B.'s sixth
4. R. to Q.'s third (check)	4. Kt. takes R. (check) (best)
5. R. takes Kt. (check)	5. Q. takes R.
6. Kt. to K.'s second (check)	6. Q. takes Kt.
7. B. to K.'s fifth (check)	7. K. to Q. sixth
8. Q. to her Kt.'s third (check)	8. Kt. takes Q. (CHECKMATE).

PROBLEMS FOR YOUNG PLAYERS.

No. 141.—By W. C.

White.	*Black.*
K. at his third	K. at Q.'s square
R. at Q. R.'s seventh	Pawn at K.'s fifth
Kt. at Q. R.'s fourth	
Kt. at K. B.'s fourth	

White, playing first, to mate in four moves.

No. 142.—By Mr. S. A——s.

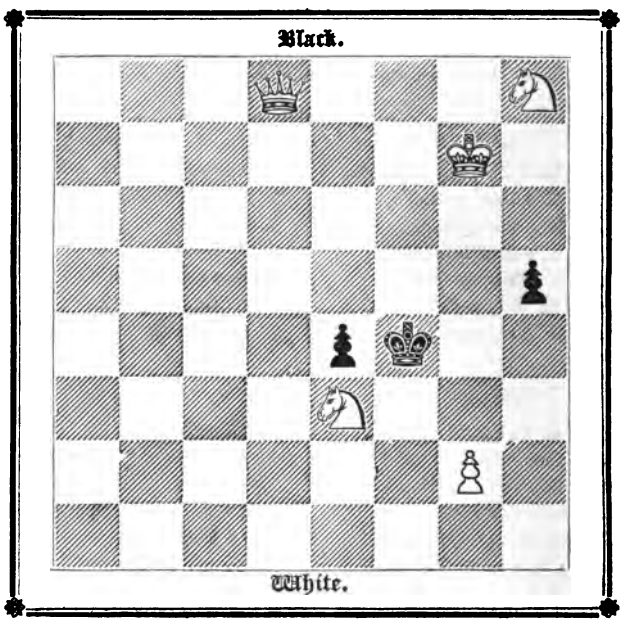
White.	*Black.*
K. at Q.'s sixth	K. at Q.'s square
B. at Q.'s third	
Pawns at K.'s sixth, and Q. R.'s fifth	

White, playing first, to mate in eight moves, without making a piece.

PROBLEM, No. 152.

By Mr. M'G——E.

White, having the move, to checkmate with the Pawn in four moves.



TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

SIR,—Perhaps you may think with me, there is neither rhyme nor reason why the Minstrel of the "Revanche" should have it all his own way; and if the enclosed Counterpart meets your approbation, it is at your service.

It is impossible for me to turn the whole series of moves in the game into rhyme; but it may be sufficient to seize on its salient features, and endeavour there to throw in a little poetical animation.

Believe me always, dear Sir,
Yours faithfully,
F. W. C.

Halifax Chess Rooms,
Oct. 13, 1842.

THE BATTLE OF THE KNIGHTS.

A Commemoration of the 50th Game between M. DE LA BOURDONNAIS *and* MR. M'DONNELL.

"In this wonderful game, Mr. M'Donnell sacrifices the Queen for Knight and Bishop at the 13th move, and wins at the 37th, without regaining her or taking his adversary's, gaining the battle by the splendid charges and evolutions of the British Cavalry."—*See* THE CHESS PLAYER'S CHRONICLE, Vol. III. No. 10.

OF chequered wars I sing, nor wars alone,
But self-devotion on the Queenly throne,
What time the Oracles their stern reply
Pronounced—"The Host prevails whose Queen shall die."
Ye minstrels, list—nor thou the song disdain,
Whose harp erewhile pealed forth the lofty strain
Of "*Waterloo Regained,*"—for in the fray,
No chief more nobly than La Bourdonnais
A rival's prowess owned—'twas his delight
To meet an equal champion in the fight;
And ever that fair field he prized the most,
Won from him by M'Donnell's *Queenless* host.
The fight grows sterner—and the Kingly Powers
Disdain retreat behind the sheltering Towers:
In radiant panoply sublime they stand,
And from their central heights their troops command.*
Two noble chieftains from the ranks of France
Boldly within the British lines advance:
First comes the warlike Bishop of Toulouse—†
Down the slant files the adverse Queen he views,
Defended well on that side of the field
By the King's Knight, with interposing shield.

---

* Neither of the Kings castled on this eventful day.
† The 8th move.

But, on the left, more imminent assault
The Knight of Rheims has made with daring vault.*
From that commanding post, no human might
Can drive the invader but the regal Knight,
And him the Bishop pins. By all is seen,
The deadly peril of the undaunted Queen,
Who stands unmoved: her faithful guards implore
She would retire, till the fierce brunt were o'er:
Her own good Bishop, kneeling at her feet,
Urges her royal safety in retreat;—
Vain are their prayers and tears—"Hear me," she cries,
"My faithful Vassals, and my brave Allies—
Your Queen must perish, as the fates decree,
But in my death they give you victory!
Sir Reginald,† I charge thee by thy troth,
Thy stainless honour, thine unbroken oath,
Leave me with this proud mitred Chief to deal,
And give yon Knight good measure of thy steel!"
"Alas! my Queen!" was all that *he* might say,
For, thus abjured, he durst not disobey:
Spurring his gallant steed, with lance at rest,
Fiercely he drove it through the French Knight's breast—‡
Then on the unguarded Queen the Bishop rushes—
She falls, and o'er the dust her life-blood gushes.§
Dire consternation for a moment falls
On all the host of Albion; and the Gauls
Of easy victory dream—but direr rose,
The cry for vengeance from their Queenless foes.
O'er the doomed Bishop, see the Monarch stand,
Granting brief respite as he gives command:
"On to my sixth, Sir Knight, and from that bound
Charge Bishop, King, and Castle, all around!‖
Let the *Queen's Own* to his assistance speed—¶
Sword in each hand, and spur in every steed!
Show the slow infantry your lightning play—
By cavalry the field is won to-day!"
Then, while the Bishop sighs, "Alas! Alas!"
The royal faulchion gives the *coup de grace*—**
Well are his words obeyed. The Knights and steeds
Tread down the Gallic ranks like autumn reeds—††
La Bourdonnais in vain contends with Fate,
And yields to the irremediable *Checkmate!*‡‡

F. W. C.

---

* The 13th move.
† The King's Knight.
‡ The 13th move.
§ The 14th move.
‖ The 14th move
¶ The 17th move.
** The 15th move.
†† See moves 22, 23, 24, 27, 31.
‡‡ Forced, within a few moves from the resignation point.

INDEX TO VOL. III.

Analysis of the celebrated Problem, a King, Rook, and Bishop, against a King and Rook, 13, 45, 74, 281.
Analysis of Ends of Games in which one Party has a King and Queen, and the other two minor Pieces, by Von Heydebrant ud Laza, of Berlin, 78, 91.
Annual Meeting of the Preston Institution, 399.
Bourdonnais, M. De la. (See "Games.")
Bolton, Rev. H. (See "Problems.")
Boncourt, M. (See "Games.")
Chess. On the Moves and Powers of the Chess-men of our Ancestors, 61
—— Problems from an Arabic MS. in the British Museum, 127
—— On the Indian Game of, by Sir William Jones, 191, 206.
—— Problems, by M. D'Orville, of Antwerp, 221, 271, 302.
—— New Work on, by Major Janisch, 280.
C—e, Mr. (See "Games.")
Editor, Letters to, 11, 333, 367.
Editor's Scrap Wallet, 96, 110, 144.
Elementary Lessons, 30, 47, 57, 90, 109, 125, 158, 172, 234, 381.
Lewis, Mr. (See "Games.")
M'Donnell, Mr. (See "Games.")
Muzio Gambit, The, Variations on, by Ghulam Kassim, 187.
Napoleon Playing Chess at St. Helena, 175.
Poetry. "The Ennobling of The Pawn," by W. F. C., 29.
Queen's Gambit, The, Variations on, by Schwartz, 238, 252.
Rook and Knight, The, against the Rook, by Mr. C. F. of Carlow, 368, 383.
St—n, Mr. (See "Games.")
Szen, M. (See "Games.")
The Battle of the Knights, 413.
Une Revanche de Waterloo, by Méry, 318, 334.

PROBLEMS ON DIAGRAMS.

By Mr. S. A—s, 11, 17, 49, 57, 97, 186, 257, 337, 352.
Allgaïer, 108.
Amateur, 89, 161, 305.
Rev. H. Bolton, 81, 129.
By Mr. Bone, 158.
M. Brede, of Hamburgh, 220, 241, 251, 273, 279.
Mr. R. A. B—n, of Leeds, 385, 398.
Mr. C. F., of Carlow, 317.
Mr. J. Kiell, of Liverpool, 321, 333.
M. Janisch, 1.
M. Kieséritzki, 145.
Mr. C. R. L., 45, 113, 124, 143.
Mr. M'G., 33, 193, 205, 301, 369, 401, 412.
Mendheim, 177.
M. D'Orville, 28, 171, 225, 270, 289, 353, 367, 381.
Mr. E. Williams, of Bristol, 73.
Mr. J. H. S—, of ditto, 233.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. S. A—s, 25, 26, 155, 277, 299, 379, 412.
Anonymous, 70, 168, 204, 396, 397.
Mr. R. A. B., 314, 315, 347.
Mr. W. C., 328, 412.
Mr. E., of Cheltenham, 248.
Mr. C. F., of Carlow, 140.
Mr. J. Kiell, 55.
Mr. H—n, of Bristol, 218.
C. R. L., 9, 55, 70, 121, 122, 204.
Mr. M'G—e, 105, 364.
M. D'Orville, 86, 87, 105, 155, 183.
Mr. J. H. S—, of Bristol, 9, 41, 42, 230, 267, 268.
Mr. E. W—s, of Bristol, 248.

SCIENTIFIC STRATAGEMS,

Selected from the Best Authors on Chess.

By Authors unknown, 10, 27, 43, 44, 71, 72, 87, 88, 106, 107, 122, 123, 142, 157, 185, 231, 232, 348.
M. le Chevalier Botton, 350.
M. le Chevalier Brevannes, 365.
M. De la Bourdonnais, 349.
M. Calvi, 350.
Gianutio, 9.
M. Kieséritzki, 349.
M. D'Orville, 221, 222, 223, 224, 271, 272, 302, 303, 304, 330, 331, 332, 365, 366.

From a rare Treatise originally written in *Sanscrit*, 9, 10, 26, 43, 141, 142, 156, 169, 170, 184, 185, 231, 232, 249, 250, 269, 278, 279, 315, 316, 329.

GAMES.

In the Match between M. De la Bourdonnais and Mr. M'Donnell, 7, 24, 39, 69, 85, 103, 119, 137, 149, 166, 180, 199, 200, 216, 217, 227, 228, 246, 247, 265, 267, 276, 277, 297, 298, 312, 313, 341, 342, 343, 362, 363, 376, 378, 388, 389, 403, 405, 406, 407.

Summary of the Games in the Match between M. De la Bourdonnais and Mr. M'Donnell, 410.

In the Match by Correspondence between Munich and Augsburg, 304.

In the Match by Correspondence between Mr. H. W—n, of Carisbrook, Isle of Wight, and Mr. S. N—m, of Nottingham, 133, 135.

In the Match between Messrs. M'Donnell and Fr—r, 97, 99, 145, 147.

In the Match between M. Petroff and the Warsaw Club, 401.

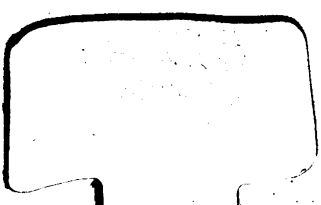
Selections from the Games of Philidor 391

By M. De la Bourdonnais against M. M. Boncourt and Mouret, 339.

Games between Messrs. St—n and Cochrane, 17, 18, 33, 49, 50, 51, 65, 66, 67, 210, 211, 212, 213, 214, 244, 245, 259, 260, 261, 262, 263, 264, 289, 305, 306, 307, 308, 309, 310, 322, 323, 324, 326, 327, 337, 338, 355, 356, 357, 358, 359, 361, 374, 375.

Miscellaneous, 3, 22, 37, 53, 81, 82, 83, 84, 103, 115, 117, 118, 129, 130, 131, 132, 136, 139, 148, 162, 163, 165, 178, 183, 196, 197, 198, 209, 225, 226, 241, 242, 243, 257, 291, 293, 294, 296, 311, 369, 371, 372, 373, 376, 385.

By M. Bilguer, 20.
M. Bledow, 20, 35.
M. Boncourt, 101, 339.
M. De la Bourdonnais, 150, 152, 339.
Mr. C—e, 19, 193, 194.
Mr. Daniels, 23, 273, 274, 340, 342.
Mr. M'Donnell, 40, 386.
Von Heydebrant, 4, 6, 20, 23, 54, 353, 354.
Major Janisch, 1, 2, 6, 35, 54.
M. Kieséritzki, 113.
Mr. Lewis, 40, 386.
Mr. Popert, 152.
M. St. Amant, 113, 193, 194, 195.
Mr. St—n, 35, 38, 68, 102, 116, 117, 135, 137, 161, 177, 182.
Hon. Secretary of the London Chess Club, 23, 52, 53, 150, 153, 154, 165.
M. Szen, 101.

END OF VOLUME III.

William Stevens, Printer, Bell Yard, Temple Bar.